RESET

SCL SDA AREF GND ~13 ~12 ~11 ~10 ~9 8   7 ~6 ~5 ~4 ~3 ~2 TX→1 RX←0

DIGITAL (PWM~)

JTAG

ZERO

ARDUINO

RX
TX
L
ON
DEBUG

ARDUINO.CC
MADE IN ITALY

47
16s.
T53

10
50s.
T82

10
50s.
T82

SPI

SWD

IOREF RESET 3.3V 5V GND VIN   A0 A1 A2 A3 A4 A5

POWER   ANALOG IN

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A Tinkerer's Guide to CNC Basics Samer Najia,2024-01-31 Get started with CNC machining using this hands on part color guide that tells you exactly what you need to know without overloading you with useless theory Key Features Get started with the basics of CNC machining and set up your own computerized workshop Explore loads of do it yourself projects to practice what you ve learned Take advantage of the potential of home machining thanks to the power of CNC Book DescriptionUntil recently Computer Numerical Control CNC machines belonged to the realm of heavy industry but as technology becomes cheaper and smaller these machines now can be used in home workshops It s not easy to get started though but thanks to this guide you ll be ready to take on a variety of projects in no time A Tinkerer s Guide to CNC Basics contains everything you need to get set up at home with computer controlled machining and fabrication Sparing you the theory this project laden guide helps you learn by doing Once you ve got to grips with the principles of CNC and installed the 3018 Pro CNC machine you ll gradually move from simple projects such as basic engraving to more complex milling and machining techniques You ll even learn how to upgrade your machine to accomplish more sophisticated designs The plethora of projects in this book will keep you busy and give you the practice you need to get started with your computerized workshop By the end of the book your computerized home workshop will be one step closer to realization and your machining skills will be taken to the next level What you will learn Configure calibrate provision and test your CNC machine Add a laser engraver to your machine for finer precision cutting Use the machine to fabricate new components for itself Explore the design impacts of carving on a rotary axis Adapt other machines for CNC Engrave opaque and semi opaque materials Cool your machine with an air assist system Design and develop a customized laser mount Who this book is for This book is for tinkerers hobbyists and craft aficionados comfortable using hand tools aspiring to accelerate or develop more complex and challenging projects Before starting this book you should be comfortable around basic shop tools as well as have a basic understanding of computers While the book will speak to the specifics around the electronics of CNC machines the terms used such as motherboard USB positive negative terminal and power supply should not be too daunting to understand

Designing an IoT system from scratch Roberto Francavilla,101-01-01 Discover the Future Build It with Your Own Hands Welcome to the era of Industry 4 0 where things talk listen and act You re not just reading a book you re about to dive into the beating heart of the Internet of Things IoT This manual is much more than a course it s a practical concrete step by step guide designed for those starting from scratch who want to build real projects with their own hands using Arduino ESP32 and a handful of smart sensors What will you find on this journey A clear and accessible overview of IoT explained simply but not superficially Setting up your lab affordable essential but complete The fundamentals of electronics Ohm s law active and passive components breadboards Everything about Arduino Uno Nano and ESP32 your digital brain 52 guided and explained projects ranging from Environmental sensors for home automation and security Rain smoke gas and flood detectors Serial

Bluetooth I2C SPI and RF communications Automatic irrigation systems and smart gardening Mesh networks with LoRa technology ESP32 web servers to control everything via browser or cloud Learning by Doing Each project is a mini learning experience designed to teach you not just the what but especially the why and the how With real examples and commented sketches you ll understand every line of code Nothing is left to chance From your desk to the connected world Whether you want to Automate your home Build a smart garden system Monitor environments remotely Learn how to connect devices on a network this book is your gateway into the world of IoT Who is this book for For those who ve never touched an Arduino For those who know a bit but want to level up their projects For students hobbyists makers teachers or digital explorers For those who dream of a smarter world starting with their own Ready to begin your journey into the Internet of Things You have everything you need curiosity a bit of patience and this book Important note THE BOOK HAS BEEN TRANSLATED FROM ITALIAN INTO YOUR LANGUAGE USING ARTIFICIAL INTELLIGENCE THERE MAY BE INACCURACIES ESPECIALLY IN THE SOFTWARE CODE That s why at the end of each tutorial you ll find a link to download the correct code Additionally the book is sold at a very low price I hope you ll appreciate the gesture in publishing it I m sure you ll find it very interesting For any info or feedback info bemaker org   *Make It Here* Matthew Hamilton,Dara Hanke Schmidt,2014-12-04 This is an ideal resource for joining the maker movement no matter the size of your public library or resource level Libraries of all sizes and resource levels are finding ways to support community innovation and creativity through maker programming and successful programs don t require dedicating an entire area of the library to makerspace activities or sophisticated technologies such as 3D printers Make It Here Inciting Creativity and Innovation in Your Library provides a complete step by step guide for starting a makerspace program at your library and follows through with instructions for operation and building on your success This book takes you step by step through starting your maker program from finding the right makerspace mix making a plan and working with staff to establishing funding and support launching your makerspace and evaluating and refining your programs The authors provide guidance based on their personal experiences in creating and developing maker programs in their libraries as well as feedback and lessons learned from library makers across the country You ll see how easy it can be to bring their ideas to life in ways that will empower your community and be encouraged to be bold and think outside of the box when imagining the possibilities   *Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments* Panconesi, Gianni,Guida, Maria,2017-05-17 Modern technology has enhanced many aspects of life including classroom education By offering virtual learning experiences educational systems can become more efficient and effective at teaching the student population The Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments highlights program developments in the realm of digital worlds in educational settings Featuring pedagogical methods and topics relating to cooperative learning hands on curriculum and meta cognitive dimensions this publication is a critical reference source for pre service and in service teachers school administrators higher education

faculty and researchers interested in virtual reality incorporation in the classroom   The Routledge International Handbook of Children, Adolescents and Media Dafna Lemish,2013-07-18 The roles that media play in the lives of children and adolescents as well as their potential implications for their cognitive emotional social and behavioral development have attracted growing research attention in a variety of disciplines The Routledge International Handbook of Children Adolescents and Media analyses a broad range of complementary areas of study including children as media consumers children as active participants in media making and representations of children in the media The handbook presents a collection that spans a variety of disciplines including developmental psychology media studies public health education feminist studies and the sociology of childhood Essays provide a unique intellectual mapping of current knowledge exploring the relationship of children and media in local national and global contexts Divided into five parts each with an introduction explaining the themes and topics covered the handbook features 57 new contributions from 71 leading academics from 38 countries Chapters consider vital questions by analyzing texts audience and institutions including the role of policy and parenting in regulating media for children the relationships between children s on line and off line social networks children s strategies of resistance to persuasive messages in advertising media and the construction of gender and ethnic identities The Handbook s interdisciplinary approach and comprehensive international scope make it an authoritative state of the art guide to the nascent field of Children s Media Studies It will be indispensable for media scholars and professionals policy makers educators and parents   *The Handbook of Peer Production* Mathieu O'Neil,Christian Pentzold,Sophie Toupin,2021-02-02 The definitive reference work with comprehensive analysis and review of peer production Peer production is no longer the sole domain of small groups of technical or academic elites The internet has enabled millions of people to collectively produce revise and distribute everything from computer operating systems and applications to encyclopedia articles and film and television databases Today peer production has branched out to include wireless networks online currencies biohacking and peer to peer urbanism amongst others The Handbook of Peer Production outlines central concepts examines current and emerging areas of application and analyzes the forms and principles of cooperation that continue to impact multiple areas of production and sociality Featuring contributions from an international team of experts in the field this landmark work maps the origins and manifestations of peer production discusses the factors and conditions that are enabling advancing and co opting peer production and considers its current impact and potential consequences for the social order Detailed chapters address the governance political economy and cultures of peer production user motivations social rules and norms the role of peer production in social change and activism and much more Filling a gap in available literature as the only extensive overview of peer production s modes of generating informational goods and services this groundbreaking volume Offers accessible up to date information to both specialists and non specialists across academia industry journalism and public advocacy Includes interviews with leading practitioners discussing the future of peer production Discusses the history

traditions key debates and pioneers of peer production Explores technologies for peer production openness and licensing peer learning open design and manufacturing and free and open source software The Handbook of Peer Production is an indispensable resource for students instructors researchers and professionals working in fields including communication studies science and technology studies sociology and management studies as well as those interested in the network information economy the public domain and new forms of organization and networking   *Exploring Arduino* Jeremy Blum,2013-07-16 Learn to easily build gadgets gizmos robots and more using Arduino Written by Arduino expert Jeremy Blum this unique book uses the popular Arduino microcontroller platform as an instrument to teach you about topics in electrical engineering programming and human computer interaction Whether you re a budding hobbyist or an engineer you ll benefit from the perfectly paced lessons that walk you through useful artistic and educational exercises that gradually get more advanced In addition to specific projects the book shares best practices in programming and design that you can apply to your own projects Code snippets and schematics will serve as a useful reference for future projects even after you ve mastered all the topics in the book Includes a number of projects that utilize different capabilities of the Arduino while interfacing with external hardware Features chapters that build upon each other tying in concepts from previous chapters to illustrate new ones Includes aspects that are accompanied by video tutorials and other multimedia content Covers electrical engineering and programming concepts interfacing with the world through analog and digital sensors communicating with a computer and other devices and internet connectivity Explains how to combine smaller topics into more complex projects Shares downloadable materials and source code for everything covered in the book Projects compatible with many official Arduino boards including Arduino Uno Arduino Leonardo Arduino Mega 2560 Arduino Due Arduino Nano Arduino Mega ADK LilyPad Arduino and may work with Arduino compatible boards such as Freeduino and new third party certified boards such as the Intel Galileo Exploring Arduino takes you on an adventure and provides you with exclusive access to materials not found anywhere else   Arduino 101 Obakoma G Martins,2020-10-16 Arduino 101 is an introduction to advanced guide to Arduino Programming which provides you with all the basic to advanced knowledge you need to get started with writing Arduino microcontroller codes for several unique projects This book is suitable for newbies and baked programmers as it is well detailed with codes and images included assisting readers with the step by step processes of different Arduino operations This book is versatile and covers various aspects related to programming with Arduino starting from simplest operations to very complex ones Some of the information you will get in this book include How to Install the IDE Arduino board How to Set up the Arduino board How to Upload and Running a Blink Sketch on Arduino How to use a 32 bit Arduino Arduino Variables and functions How to Convert a String to a Number on Arduino Sending information from Arduino the computer Sending Formatted Text and Numeric Data from Arduino Receiving Serial Data in Arduino Receiving Multiple Text Fields in a Single Message in Arduino Sending Binary Data from Arduino Receiving Binary Data from Arduino on a Computer

Sending Binary Values from Processing to Arduino Sending the Value of Multiple Arduino Pins Logging Arduino Data to a File on Your Computer Sending Data to Two Serial Devices at the Same Time How to Use Arduino with Raspberry Pi 4 LED matrix through multiplexing How to Control Rotational position with a servo Controlling a Digital Camera with Arduino Connecting Arduino to an Ethernet network Using Arduino as a webserver Sending Twitter messages on Arduino Publishing Data to an MQTT broker on Arduino Using built in Libraries on Arduino Installing a third party library Uploading Sketches using a programmer on Arduino Replacing Arduino Bootloader And Lots More Get this book now by clicking on the BUY NOW WITH 1 CLICK BUTTON   **ARDUINO PRACTICAL WITH SCRATCH AND S2AIO** Pedro Gómez Casado,2018-08-25 Fifty practicals with solutions on the use and functioning of the Arduino microcontroller board programmed through Scratch with S2AI0 and sixty proposed exercises with a work procedure based on simplicity and self learning which will give us access to basic knowledge in robotics and home automation   **Arduino and Genuino Zero Development Workshop** Agus Kurniawan, Arduino Genuino Zero is a development board with Atmel s SAMD21 MCU and Atmel s Embedded Debugger EDBG feature so we can debug Arduino codes directly This book help you to get started with Arduino and Genuino Zero The following is a list of topic in this book Setting up Development Environment Sketch Programming Working with SPI Working with I2C Arduino Genuino Zero Programming and Debugging Using Atmel Studio Working with Internal RTC and Sleep Mode Working with Arduino Firmata   **Arduino MKR ZERO Development Workshop** Agus Kurniawan, This book explores how to get started with Arduino MKR ZERO Focusing on I O development with various simple project demo The following is a list of highlight topics in this book Setting up Development Environment Sketch Programming Serial Communication Working with Analog I O and PWM Working with SPI Working with I2C Working with I2S Working with microSD card Sensing Temperature and Humidity with DHT Module   Zero to Hero ESP8266 Manoj Thakur,2016-12-12 Super book for becoming super hero in Internet of Things world It takes you from zero to become master in ESP8266 programming using Arduino IDE IoT is recent trend in market you can built anything with help of this book covers from basics to advance level Includes getting data to VB net drawing graphs using google gadgets to show gauges hardware design aspects and much more   **How To Use Arduino Uno** Elenore Jakubiak,2021-03-29 The Arduino is perfect for controlling sensors input devices and displays but learning how to use it can be hard There is a variety of sources to learn Arduino such as Arduino tutorial on Youtube or Arduino Reference Book However this book will take an in depth look at every aspect of the Arduino This book is a short simple but thorough guide to getting started with Arduino and aim to help readers to find the information helpful accessible and easy to understand and digest so that they may grow a love of building with Arduino   **Arduino: A Quick-Start Guide** Maik Schmidt,2015-01-20 Arduino is an open source platform that makes DIY electronics projects easier than ever Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink Now with this new edition of the bestsellingArduino A

Quick Start Guide readers with no electronics experience can create their first gadgets quickly This book is up to date for the new Arduino Zero board with step by step instructions for building a universal remote a motion sensing game controller and many other fun useful projects This Quick Start Guide is packed with fun useful devices to create with step by step instructions and photos throughout You ll learn how to connect your Arduino to the Internet and program both client and server applications You ll build projects such as your own motion sensing game controller with a three axis accelerometer create a universal remote with an Arduino and a few cheap parts build your own burglar alarm that emails you whenever someone s moving in your living room build binary dice and learn how to solder In one of several new projects in this edition you ll create your own video game console that you can connect to your TV set This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino Sidebars throughout the book point you to exciting real world projects using the Arduino exercises extend your skills and What If It Doesn t Work sections help you troubleshoot common problems With this book beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun useful inventions What You Need This is the full list of all parts you d need for all projects in the book some of these are provided as part of various kits that are available on the web or you can purchase individually Sources include adafruit com makershed com radioshack com sparkfun com and mouser com Please note we do not support or endorse any of these vendors but we list them here as aconvenience for you Arduino Zero or Uno or Duemilanove or Diecimila board USB cable Half size breadboard Pack of LEDs at least 3 10 or more is a good idea Pack of 100 ohm 10k ohm and 1k ohm resistors Four pushbuttons Breadboard jumper wire connector wire Parallax Ping sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0 1 standard header might be included with the ADXL335 Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard optional but recommended Piezo speaker buzzer optional Tilt sensor optional A 25 30 Watts soldering iron with a tip preferrably 1 16 A soldering stand and a sponge A standard 60 40 solder rosin core spool for electronics work   **Using ARDUINO with ROBOTIS Systems** Chi N. Thai,2022-12-12 This book is written for robotics enthusiasts who have basic knowledge of C C Programming and basic practice of the Arduino IDE and who are interested in using ROBOTIS Hardware and Software for their own robotics projects This book demonstrates the use of the following hardware Arduino MKR ZERO and Portenta H7 Lite controller boards ROBOTIS OpenRB 150 and OpenCM 904 controller boards ROBOTIS Actuators such as AX 12 XL 320 XL 330 and XL 430 ROBOTIS Communications Devices such as BT 210 and BT 410 ADAFRUIT BLE SPI Friend Video cameras such as Pixy2 HuskyLens and OpenMV H7 This book consists of 5 chapters Chapter 1 presents an overview of ROBOTIS hardware software capabilities and their integration issues with the ARDUINO environment Chapters 2 through 5 are written as self contained Project Guides for each of the 4 Arduino Controllers showcased in this book Chapter 2 is for the OpenRB 150 Chapter 3 is for

the MKR ZERO Chapter 4 is for the OpenCM 904 Chapter 5 is for the Portenta H7 Lite Breakout Board Each chapter illustrates the following topics Controller features Robot demonstration platforms used Overview of software tools and libraries and their quirks for each particular controller UART communications and their interactions with sensors using I2C and SPI technologies Actuactors in Wheel Mode Remote Control Programming Tracker Follower Project using Time of Flight sensors Smart Avoider Project Color Camera Tracker Project without and with Pan Tilt Platform Dual Controllers or Dual Cores Applications to Color Camera Tracker Mobile Manipulator Remote Control and Color Vision Tracker Projects Articulated 4 Wheeled Platform Project using Motion Programming This book provides appropriate source codes and tutorial videos via YouTube to illustrate the presented concepts Please visit www cntrobotics com arduino for access options to the source codes and tutorial videos   *Arduino Programming For Beginners* Moaml Mohmmed,2019-06-19 Read the book read all the pages you will feel you are a geniusJimmy Paul Color codes for better understanding There are many comments and important tips Important tables Chapter I Constants and variables 1 1 Constants in Arduino 181 2 Definition of leg position input or output 221 3 Fixed integers in Arduino 251 4 Fixed decimal numbers in Arduino 291 5 The keyword PROGMEM is keyed in Arduino 341 6 Field Variables in Arduino 44 Chapter II Functions2 1 Digital control functions in Arduino 462 2 The digitalWrite function in Arduino 502 3 The pinMode function in Arduino 53 Chapter IIIMathematical functions in Arduino 673 1 abs 703 2 The constrain function in Arduino 723 3 The cos function in Arduino 743 4 The map function in Arduino 763 5 The max function in Arduino 803 6 The min function in Arduino 833 7 The pow function in Arduino 853 8 The random function in Arduino 873 9 The randomSeed function in Arduino 913 10 The sin function in Arduino 943 11 The sq function in Arduino 953 12 The sqrt function in Arduino 963 13 The tan function in Arduino 97 Chapter IIII Arduino Libraries4 1 Keyboard 98 in the book   *Arduino for Beginners* John Baichtal,2013-11-22 ARDUINO for BEGINNERS ESSENTIAL SKILLS EVERY MAKER NEEDS Loaded with full color step by step illustrations Absolutely no experience needed Learn Arduino from the ground up hands on in full color Discover Arduino join the DIY movement and build an amazing spectrum of projects limited only by your imagination No geekitude needed This full color guide assumes you know nothing about Arduino or programming with the Arduino IDE John Baichtal is an expert on getting newcomers up to speed with DIY hardware First he guides you gently up the learning curve teaching you all you need to know about Arduino boards basic electronics safety tools soldering and a whole lot more Then you walk step by step through projects that reveal Arduino s incredible potential for sensing and controlling the environment projects that inspire you to create invent and build the future Use breadboards to quickly create circuits without soldering Create a laser infrared trip beam to protect your home from intruders Use Bluetooth wireless connections and XBee to build doorbells and more Write useful reliable Arduino programs from scratch Use Arduino s ultrasonic temperature flex and light sensors Build projects that react to a changing environment Create your own plant watering robot Control DC motors servos and stepper motors Create projects that keep track of time Safely control

high voltage circuits Harvest useful parts from junk electronics Build pro quality enclosures that fit comfortably in your home

   Robotics: Arduino for Kids, Cradle to Circuit Arshad Saleem Basha,Saleem Basha,Rajbunisa,Gazala Yusufi,2020-10-23 Arduino is getting popular and popular since the day it reached to market in 2005 It is a single board microcontroller A microcontroller is an integrated circuit IC that does the predefined tasks Almost many electronic and home appliances have a microcontroller in them Surprisingly your car and your toy have a microcontroller in them With this book you will understand the fundamentals of Arduino and the basic programming code using Arduino IDE Arduino is more powerful to blink an LED Light Emitting Diode to control advanced IoT Internet of Things It is a boon to young innovative kids professionals and hobbyists This book is aimed to give the knowledge of microcontroller programming from scratch with easy examples and definitions using simple language This book may serve as a starting point for innovation in smartness It includes circuit diagrams program codes examples and explanations to understand and do several awesome projects by the kid Due to the advancement in smart gadgets and smart devices there is always a demand among the people for a different kind of smart device in the daily routine life This book gives an extraordinary experience to the innovative kids who have thirst for knowledge in automation smartness and robotics The purpose of this book is to emphasize the importance of automation and smartness which will be the next need for mankind This book deals with 12 awesome projects with less expensive things and less risk without any need for elder supervision All the projects are going to deal with 5 volts to 12 volts and no direct contact with household electricity This book consists of 14 chapters which include 12 projects For three reasons this book may be recommended raising industrial demand interest to learn embedded programming and for school science competitions The kid who completes this book will have the ability to do advanced Arduino projects with sensors and other drives and design a robot Every lesson in this book is designed carefully and reviewed by Arduino professionals and university professors For more information and live demo visit the YouTube channel named Blue Book https www youtube com channel UCTxFHf4Krp2ceJwuT7QHGFg and subscribe to the channel for more updates   **Arduino Internals** Dale Wheat,2012-01-14 Arduino Internals guides you to the heart of the Arduino board Author Dale Wheat shares his intimate knowledge of the Arduino board its secrets its strengths and possible alternatives to its constituent parts are laid open to scrutiny in this book You ll learn to build new improved Arduino boards and peripherals while conforming to the Arduino reference design Arduino Internals begins by reviewing the current Arduino hardware and software landscape In particular it offers a clear analysis of how the ATmega8 board works and when and where to use its derivatives The chapter on the hardware heart is vital for the rest of the book and should be studied in some detail Furthermore Arduino Internals offers important information about the CPU running the Arduino board the memory contained within it and the peripherals mounted on it To be able to write software that runs optimally on what is a fairly small embedded board one must understand how the different parts interact Later in the book you ll learn how to replace certain parts with more powerful alternatives

and how to design Arduino peripherals and shields Since Arduino Internals addresses both sides of the Arduino hardware software boundary the author analyzes the compiler toolchain and again provides suggestions on how to replace it with something more suitable for your own purposes You ll also learn about how libraries enable you to change the way Arduino and software interact and how to write your own library implementing algorithms you ve devised yourself Arduino Internals also suggests alternative programming environments since many Arduino hackers have a background language other than C or Java Of course it is possible to optimize the way in which hardware and software interact an entire chapter is dedicated to this field Arduino Internals doesn t just focus on the different parts of Arduino architecture but also on the ways in which example projects can take advantage of the new and improved Arduino board Wheat employs example projects to exemplify the hacks and algorithms taught throughout the book Arduino projects straddling the hardware software boundary often require collaboration between people of different talents and skills which cannot be taken for granted For this reason Arduino Internals contains a whole chapter dedicated to collaboration and open source cooperation to make those tools and skills explicit One of the crowning achievements of an Arduino hacker is to design a shield or peripheral residing on the Arduino board which is the focus of the following chapter A later chapter takes specialization further by examining Arduino protocols and communications a field immediately relevant to shields and the communication between peripherals and the board Finally Arduino Internals integrates different skills and design techniques by presenting several projects that challenge you to put your newly acquired skills to the test Please note the print version of this title is black the eBook is full color

Getting Started with Arduino Massimo Banzi,2011-09-06 Arduino is the open source electronics prototyping platform that s taken the design and hobbyist world by storm This thorough introduction updated for Arduino 1 0 gives you lots of ideas for projects and helps you work with them right away From getting organized to putting the final touches on your prototype all the information you need is here Inside you ll learn about Interaction design and physical computing The Arduino hardware and software development environment Basics of electricity and electronics Prototyping on a solderless breadboard Drawing a schematic diagram Getting started with Arduino is a snap To use the introductory examples in this guide all you need an Arduino Uno or earlier model along with USB A B cable and an LED The easy to use Arduino development environment is free to download Join hundreds of thousands of hobbyists who have discovered this incredible and educational platform Written by the co founder of the Arduino project Getting Started with Arduino gets you in on all the fun

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Arduino From Zero Youtube Introduction

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