Swift for Beginners

DEVELOP AND DESIGN

DESIGN

Boisy G. Pitre

Boisy G. Pitre

Swift For Beginners Develop And Design

David Baud

Swift For Beginners Develop And Design:

Swift for Beginners Boisy G. Pitre,2015 *Swift for Beginners* Boisy G. Pitre,2015-11-26 LEARNING A NEW PROGRAMMING LANGUAGE can be daunting With Swift Apple has lowered the barrier of entry for developing iOS and OS X apps by giving developers an innovative programming language for Cocoa and Cocoa Touch Now in its second edition Swift for Beginners has been updated to accommodate the evolving features of this rapidly adopted language If you are new to Swift this book is for you If you have never used C C or Objective C this book is definitely for you With this handson guide you ll quickly be writing Swift code using Playgrounds to instantly see the results of your work Author Boisy G Pitre gives you a solid grounding in key Swift language concepts including variables constants types arrays and dictionaries before he shows you how to use Swift s innovative Xcode integrated development environment to create apps for iOS and OS X THIS BOOK INCLUDES Detailed instruction ample illustrations and clear examples Best practices from an experienced Mac and iOS developer Emphasis on how to use Xcode Playgrounds and the REPL COMPANION WEBSITE www peachpit com swiftbeginners2 includes additional resources Swift 5 for Absolute Beginners Stefan Kaczmarek,Brad Lees,Gary Bennett,2019-06-26 Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10 2 to become a great iOS developer This book fully updated for Swift 5 is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school Many people have a difficult time believing they can learn to write iOS apps Swift 5 for Absolute Beginners will show you how to do so You ll learn Object Oriented Programming OOP and be introduced to User Interface UI design following Apple s Human Interface Guidelines HIG using storyboards and the Model View Controller MVC pattern before moving on to write your own iPhone and Apple Watch apps from scratch What You ll Learn Work with Swift classes properties and functions Examine proper User Interface UI and User Experience UX design Understand Swift data types integers floats strings and booleans Use Swift data collections arrays and dictionaries Review Boolean logic comparing data and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone iPad and Apple Watch using the Swift programming language No previous programming experience is necessary Beginner's Guide to IOS 13 App Development Using Swift 5. 1 Serhan Yamacli,2019-10-27 This book covers iOS 13 app design fundamentals using the latest Swift 5 1 programming language Xcode 11 and iOS 13 1 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 5 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 complete apps including a 2D game are developed in separate chapters As the

reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app on simulators and real devices Chapters of the book and the contents of these chapters are as follows Chapter 1 Introduction General info and the steps of developing an iOS app Chapter 2 Setting up your development environment Installing Xcode setting up signing identities viewing adding simulators and real devices Chapter 3 Test drive the Hello World Creating a new Xcode project adding and positioning user interface objects building the project running the developed app on the simulator and on the real device Chapter 4 Swift programming language Variables constants optionals arrays dictionaries sets if else and switch case decision making statements for and while loops functions classes objects and inheritance in Swift 5 Each concept is clearly explained step by step with code examples and screenshots Chapter 5 Disco lights app Using buttons and connecting actions to buttons in the code Chapter 6 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen Chapter 7 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code Chapter 8 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls Chapter 9 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map Chapter 10 S O S sender app Adding SMS functionality setting required permissions and sending real time location using SMS Chapter 11 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete 2D game This book includes 212 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and project files can be viewed and downloaded from the book s companion website www yamaclis com ios13swift5

Beginner's Guide to IOS 12 App Development Using Swift 4 Serhan Yamacli,2018-10-02 This book covers iOS 12 app design fundamentals using the latest Swift 4 2 programming language Xcode 10 and iOS 12 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 4 2 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on

the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the the book s website www yamaclis com ios12   *Swift for New Programmers* Alex Hunter,2025-12-09 Swift for New Programmers is the complete beginner friendly guide designed to take you from your very first line of code to building real iOS apps with confidence Whether you re learning Swift for career growth app development or personal projects this book gives you a clear practical path into one of the world s most in demand programming languages Written with clarity and modern best practices this book teaches Swift and SwiftUI the way new programmers actually learn through simple explanations real examples and hands on mini projects that gradually build your skills You ll understand how Swift works why it is the foundation of iOS development and how to confidently create your own apps using clean professional code If you ve ever opened Xcode and felt overwhelmed this book is your roadmap It guides you step by step through essential concepts like variables functions structs collections optionals and user interfaces all the way to building multi screen apps with state navigation lists and models By the final chapter you ll create a complete portfolio ready iOS app that proves you can turn ideas into working software Perfect for new programmers self taught learners students and anyone ready to enter the world of app development What Makes This Book Stand Out Beginner first structure that never assumes prior coding knowledge Real Swift SwiftUI projects that reinforce learning through action Clear modern examples aligned with the latest Apple development tools Concepts explained in plain language designed to reduce confusion and accelerate growth A complete foundation for anyone learning iOS development mobile programming or Swift from scratch This book helps readers master Swift programming SwiftUI development iOS app building mobile app design beginner coding skills and fundamental programming concepts all essential keywords for anyone searching for accessible up to date programming guides About the Author Alex Hunter writes for new programmers who want clarity direction and real world skills without the overwhelm With years spent studying the learning patterns of beginners and the rapid evolution of Apple technologies Alex distills complex topics into practical steps that make sense the first time you read them The result is a teaching style that builds confidence reduces confusion and helps readers progress faster no prior experience required

Innovations in iOS and watchOS Development: Bridging User-Centric Design with Cutting- Edge Technology Vibhor Goyal Prof (Dr) Ajay Shriram Kushwaha,2025-02-02 In the fast paced world of mobile and wearable technology

innovation is not just a goal it is a necessity With every new release Apple continues to redefine what is possible with iOS and watchOS empowering developers to create experiences that seamlessly integrate cutting edge technology with user centric design principles This book Innovations in iOS and watchOS Development Bridging User Centric Design with Cutting Edge Technology is a deep dive into the intersection of creativity and technical excellence The iPhone and Apple Watch have become indispensable in the daily lives of millions serving as personal health monitors productivity tools and gateways to immersive digital worlds As a developer you hold the power to shape how users interact with these devices combining intuitive design with advanced technologies such as machine learning augmented reality and real time data processing This book is designed to inspire and equip you to push the boundaries of what s possible in iOS and watchOS development It explores the latest frameworks design patterns and best practices enabling you to create applications that are not only functional but also delightful and deeply engaging From harnessing SwiftUI for dynamic interfaces to leveraging HealthKit and Core Motion for groundbreaking wellness applications this book covers a spectrum of tools and techniques that empower you to innovate Whether you are a seasoned developer or a curious newcomer this journey will provide you with the skills insights and inspiration needed to craft experiences that resonate with users As we navigate the ever evolving landscape of Apple s platforms you ll learn how to bridge the gap between user centric design and the technological possibilities of today and tomorrow Let s embark on this exciting journey of innovation together Authors   Swift 4 for Absolute Beginners Stefan Kaczmarek,Brad Lees,Gary Bennett,2017-12-20 Stay motivated and overcome obstacles while learning to use Swift Playgrounds to be a great iOS developer This book is perfect for those with no programming background those with some programming experience but no object oriented experience or those that have a great idea for an app but haven t programmed since school and it is now updated for Swift 4 Many people have a difficult time believing they can learn to write iOS apps Swift 4 for Absolute Beginners will show you how to do so You ll learn Object Oriented Programming and be introduced to HealthKit before moving on to write your own iPhone and Watch apps from scratch Gary Bennett and Brad Lees are full time professional iOS developers and have developed a broad spectrum of apps for Fortune 500 companies The authors have taken their combined 14 years of writing apps teaching online iOS courses the experience from their first three iOS books along with their online instruction and free online forum at XcelMe com to create an excellent training book And the material in this book is supplemented by with the free live online training sessions What You ll Learn Work with Swift classes properties and functions Examine proper user interface and user experience design Understand Swift data types integers floats strings and Booleans Use Swift data collections arrays and dictionaries Review Boolean logic comparing data and flow control Who This Book Is For Anyone who wants to learn to develop apps for the Mac iPhone and iPad and Watch using the Swift programming language No previous programming experience is necessary   **iOS 12 Programming for Beginners** Craig Clayton,2018-12-24 Begin your iOS 12 app development journey with this practical guide Key FeaturesKick

start your iOS programming career and have fun building iOS apps of your choiceGet to grips with Xcode 10 and Swift 4 2 the building blocks of iOS developmentDiscover the latest features of iOS 12 SiriKit notifications and much moreBook Description Want to build iOS 12 applications from scratch with the latest Swift 4 2 language and Xcode 10 by your side Forget sifting through tutorials and blog posts this book is a direct route to iOS development taking you through the basics and showing you how to put principles into practice Take advantage of this developer friendly guide and start building applications that may just take the App Store by storm If you re already an experienced programmer you can jump right in and learn the latest iOS 12 features For beginners this book starts by introducing you to iOS development as you learn Xcode and Swift You ll also study advanced iOS design topics such as gestures and animations to give your app the edge You ll explore the latest Swift 4 2 and iOS 12 developments by incorporating new features such as the latest in notifications custom UI notifications maps and the recent additions in Sirikit The book will guide you in using TestFlight to quickly get to grips with everything you need to get your project on the App Store By the end of this book you ll be ready to start building your own cool iOS applications confidently What you will learnExplore the distinctive design principles that define the iOS user experienceNavigate panels within an Xcode projectUse the latest Xcode asset catalogue of Xcode 10Create a playgrounds project within your projects and understand how Ranges and Control flow workStudy operations with integers and work your way through if statementsBuild a responsive UI and add privacy to your custom rich notificationsSet up Sirikit to add voice for Siri shortcutsCollect valuable feedback with TestFlight before releasing your apps on the App StoreWho this book is for This book is for you if you are completely new to Swift iOS or programming and want to make iOS applications However you ll also find this book useful if you re an experienced programmer looking to explore the latest iOS 12 features   Swift for Absolute Beginners Aniket Jain,2025-02-07 Swift for Absolute Beginners A Step by Step Approach for Beginners Are you eager to learn Swift programming from scratch Whether you re a complete novice or looking to solidify your fundamentals Swift for Absolute Beginners A Step by Step Approach for Beginners is the ultimate guide to mastering the Swift programming language quickly and effectively With a structured hands on and beginner friendly approach this book will take you from writing your first Swift program to building real world iOS applications no prior coding experience required What You ll Learn Getting Started with Swift Install Xcode set up your environment and grasp the basics of Swift programming for beginners Swift Fundamentals Master variables constants data types operators and user input handling Control Flow Loops Learn how to use conditional statements if else loops for and while and iteration techniques Functions Modular Programming Write reusable efficient code with functions and closures Collections File Handling Work with arrays dictionaries sets tuples and manage files in Swift programming language Object Oriented Programming OOP Learn the fundamentals of classes objects inheritance and protocols Error Handling Debugging Understand Swift s exception handling debugging techniques and best practices Building iOS Applications Explore Swift programming for beginners by learning UI design and iOS app

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Development Oliver Snowden,2024-10-03 Swift App Development Your First iOS App from Start to Finish Transform your innovative ideas into stunning applications with Swift App Development Your First iOS App from Start to Finish This essential guide is perfect for beginners eager to dive into the world of iOS app development swift using Apple s powerful Swift programming language Whether you re starting from scratch or seeking to enhance your skills this book is your complete resource for mastering the fundamentals of app development with Swift Why Choose Swift App Development Step by Step Guidance This book provides a thorough walkthrough of the entire swift app development process from the initial idea to app store submission You ll learn how to create your first app with clear detailed instructions that simplify the often daunting app development journey Hands On Experience Gain practical skills with engaging swift app development tutorials that include real world coding exercises Each chapter is designed to provide hands on projects making it easier to learn swift app development and apply your knowledge effectively Demystifying App Development The book breaks down complex concepts related to swift mobile app development ensuring you understand everything from user interface design to feature integration With this guide you ll navigate the world of app development using Swift with confidence Certification Ready This book also prepares you for various certifications including the app development with swift certification exam Completing this book will position you well for success in certifications like apple app development with swift level 1 making it a valuable addition to your career toolkit Access to Resources You ll find a wealth of resources and tips throughout the book including links to swift app development courses and community forums This book is designed to help you overcome challenges while providing insights into best practices for swiftui app development Build Your Portfolio By the end of this journey you will have a fully functional iOS app ready for submission This accomplishment not only boosts your confidence but also adds a significant project to your portfolio showcasing your skills in ios app development swift to potential employers Start Your App Development Journey Today Don t let your app ideas remain just ideas bring them to life With Swift App Development Your First iOS App from Start to Finish you are not only learning to code but also acquiring the skills needed to excel in the dynamic world of mobile app development Grab your copy today and take the first step toward becoming a proficient iOS app developer with Swift   **Pro iPhone Development with Swift 5** Wallace Wang,2019-06-18 If you ve already learned the basics of Swift and iOS programming it s time to take your skills to the next level In this follow up work to the best selling Beginning iPhone Development with Swift you ll learn tips for organizing and debugging Swift code using multi threaded programming with Grand Central Dispatch passing data between view controllers and designing apps for multiple languages You ll also see how to play audio and video files access the camera and save pictures to the Photos library use location services to pinpoint your position on a map display web pages and create animation to spice up any user interface Finally you ll learn how to use Apple s advanced frameworks for machine learning facial and text recognition and creating augmented reality apps Pro iPhone Development with Swift 5 provides insightful instruction on how to improve your existing apps or

create powerful new iOS apps using the latest version of the Swift programming language What You Will Learn Save and retrieve data when apps close or get pushed in the background Recognize speech with Apple s advanced frameworks Create augmented reality apps Understand spoken commands with Siri Who This Book is For Aspiring iOS app developers familiar with the Apple Swift programming language and or the iOS SDK but ready to move to the next level **Swift** Mg Martin,2019-05-02 Have you ever wanted to learn how to build IOS apps but don t know where to start Have you tried some of the IOS books and blogs but still you could not get to the end Do you feel like you need some fundamentals skills in Swift for you to get started Well Swift is the new language for you No need to struggle any more Swift will help you create both IOS8 and OSX apps in an intriguing and interesting way If you happen to have some experience working with Objective C you might be asking yourself why shift to Swift After all you have been creating better apps for OS X for some years But did you know that apple had something in store before they released Swift Whether you are an experienced programmer or just starting out in iOS app design this book takes you through all the steps of designing an iOS app If you want to learn how to create outstanding apps that will beat your competitor this book helps you discover the secret From Xcode and Swift the foundation of modern iOS development you will learn the building blocks of designing a great app so that you can dig deep into the app development The Swift programming language is innovative safe and young So how do you stay updated with the latest information and avoid being left behind with the most recent developments Inside you will find from Beginners Intermediate and Advanced Principles of Swift Programming Step by step instructions on building apps Sample XCode projects Basic Introduction to Swift Discover major design principles that define iOS user experience Manage data and manipulate images using effects and filters Latest changes to Swift 5 0 The ABI stability And many more Don t wait Grab your copy today **Beginning iPhone Development with Swift 3** Molly Maskrey,Kim Topley,David Mark,Fredrik Olsson,JEFF LAMARCHE,2016-11-17 Create your very own apps for the latest iOS devices You ll start with the basics and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK and then guides you though the creation of your first simple application Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming In this third edition of the best selling book you ll learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10 specific project templates and designed to take advantage of the latest Xcode features Discover brand new technologies as well as significant updates to existingtools You ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll also learn how to save and retrieve your data using a variety of persistence techniques including Core Data and SQLite And there s much more What You Will

Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad   Beginner's Guide to IOS 11 App Development Using Swift 4 Serhan Yamacli,2017-10-06 This book covers iOS 11 app design fundamentals using the latest Swift 4 programming language Xcode 9 and iOS 11 SDK The author assumes you have no experience in app development The book starts with the installation of the required programming environment and setting up the simulators Then the simplest Hello World app is developed step by step In the next chapter basics of the Swift 4 programming language are given with practical examples Screenshots and code snippets are clearly given in the book to guide the reader After the Swift lecture 7 real world apps are developed again by step by step instructions Each code line is explained As the reader follows the development of the example apps he she will learn designing user interfaces connecting interface objects to code developing efficient Swift code and testing the app in simulators and real devices Sample apps developed in this book are as follows 1 Disco lights app Learn the basics of app development and use buttons in your code 2 Body mass index BMI calculator app Using input boxes performing calculations and displaying the results on the screen 3 Simple die roller app Using random number generator functions including image sets in your project displaying images on the screen and changing the displayed image using Swift code 4 Exercise calorie calculator app Using global variables creating tabbed apps and utilizing segmented controls 5 Show my location app Adding a map object to your app setting required permissions accessing GPS device and showing real time location on the map 6 SOS sender app Adding SMS functionality setting required permissions and sending real time location using SMS 7 Bounce the ball game Basics of SpriteKit that is used to develop 2D iOS games adding objects to the game sensing screen touches moving game objects according to touches combining all these and more to develop a complete ball bouncing game This book includes 214 figures and 101 code snippets that are used to explain app development concepts clearly Full resolution colour figures and complete project files can be viewed and downloaded from the the book s website www yamaclis com ios11   **Swift** Code Well Academy,2016-02-28 Learning to develop apps for the Mac iPhone and iPad using the Swift programming language   *Swift Foundations* Oliver Snowden, Swift Foundations A Beginner s Guide to the Basics Master the Swift Programming Language The Future of iOS App Development Starts Here Are you ready to dive into the world of Swift programming but don t know where to start Swift Foundations is your ultimate beginner friendly guide to learning Swift programming language from the ground up Whether you re dreaming of building your first iOS app or exploring the Swift coding language for robotics macOS or even Swift programming for Windows this book is your launchpad What You ll Learn Inside This Swift Programming Tutorial Clear explanations of Swift s syntax and structure Core programming concepts made simple variables functions loops and more Object oriented and functional programming in Swift A solid grasp of Swift language tutorials that transition you from beginner to confident coder Tips and tricks for using Swift

Playground Xcode and how to become an Apple Swift developer Whether you re looking for a Swift programming language tutorial for beginners or want to learn Swift programming to create your own app this book provides the essential foundation every aspiring developer needs No fluff no jargon just straight to the point beginner focused content Perfect For Absolute beginners with no coding experience Developers transitioning from other programming languages to Swift Anyone curious about what is Swift programming and how to use it Future app creators ready to build with Swift for app development and Swift iOS Why Choose This Book This is more than a basic guide it s a step by step Swift programming language guide designed to give you hands on confidence You ll go from wondering What is Swift programming to writing real Swift code With practical examples and clear explanations you ll be creating your own apps or games in no time Discover why Swift is one of the fastest growing languages in tech today Grab your copy of Swift Foundations A Beginner s Guide to the Basics now and start your journey to becoming an Apple Swift developer   *The SAGE Handbook of Process Organization Studies* Ann Langley,Haridimos Tsoukas,2016-12-14 The SAGE Handbook of Process Organization Studies provides a comprehensive and timely overview of the field This volume offers a compendium of perspectives on process thinking process organizational theory process research methodology and empirical applications The emphasis is on a combination of pedagogical contributions and in depth reviews of current thinking and research in each of the selected areas combined with the development of agendas for future research The Handbook is divided into five sections Part One Process Philosophy Part Two Process Theory Part Three Process Methodology Part Four Process Applications Part Five Process Perspectives   iOS 17 Programming for Beginners Ahmad Sahar,2023-10-31 Embark on an exciting iOS app development journey with Swift 5 9 Xcode 15 and iOS 17 This hands on guide equips you with the skills to create captivating apps and thrive in the competitive App Store landscape Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Dive into the latest iOS 17 features and Swift 5 9 through hands on projects Develop robust apps with top design patterns used by professionals Expand your app s reach by effortlessly converting it for iPad Mac and visionOS Book DescriptionIn a world with nearly 2 million apps on the App Store the demand for skilled iOS developers has never been higher iOS 17 Programming for Beginners Eighth Edition is your gateway to this lucrative and dynamic field This hands on guide is tailored for those who are new to iOS and takes you on a journey from learning the Swift language to crafting your own app and seeing it thrive on the App Store Our approach is hands on and practical Each chapter is designed to be a stepping stone in your development journey providing step by step tutorials real life examples and clear explanations of complex concepts As you progress you ll not only be skilled in Swift but also incorporate cutting edge technologies into your apps You ll learn how to publish your creations and harness the power of iOS 17 through a straightforward and easy to program example app divided into manageable parts By the time you ve completed this book you ll possess the skills and knowledge to not only develop and publish captivating apps but also leverage online resources to continually enhance your app development

prowess What you will learn Discover the world of Xcode 15 and Swift 5 9 laying the foundation for your iOS development journey Implement the latest iOS 17 features through a hands on example app ensuring your apps remain innovative and engaging Build and deploy iOS apps using industry standard design patterns and best practices Implement the Model View Controller MVC design pattern to create robust and organized applications Expand your app s reach by effortlessly converting it for iPad Mac and visionOS Dive into UIKit the essential framework for large scale iOS projects Who this book is forThis book is tailored for individuals with minimal coding experience who are new to the world of Swift and iOS app development A basic understanding of programming concepts is recommended

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Swift For Beginners Develop And Design Introduction

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