

UNDERSTANDING SWIFT PROGRAMMING

```
o = e.length;
a = M(e);
if (n) {
  if (a) {
    for (; o > 1; i++)
      if (r = t.apply(e[i], a), r === !1) break
  } else
    for (i in e)
      if (r = t.apply(e[i], a), r === !1) break
  } else if (a) {
    for (; o > 1; i++)
      if (r = t.call(e[i], i, e[i]), r === !1) break
  } else
    for (i in e)
      if (r = t.call(e[i], i, e[i]), r === !1) break;
  return e
}
rim: b && !b.call("\uffff\u00a0") ? function(e) {
  return null == e ? "" : b.call(e)
} : function(e) {
  return null == e ? "" : (e + "").replace(C, "")
}
akeArray: function(e, t) {
  var n = t || [];
  return null != e && (M(Object(e)) ? x.merge(n, "string" == typeof e ? [e] : e) : b.c
}
nArray: function(e, t, n) {
  var r;
  if (t) {
    if (a) return a.call(t, e, n);
    for (r = t.length, n = n ? 0 > n ? Math.max(0, r + n) : n : 0; r > n; n++)
      if (n in t && t[n] === e) return n
  }
}
```

UNLOCKING THE POTENTIAL
OF APPLE'S SWIFT FOR
SEAMLESS APP DEVELOPMENT

L I N C O L N B O U C H E R

Understanding Swift Programming

Nln Lnc,Alexander Aronowitz



Understanding Swift Programming:

Swift Daniel Bell,2019-10-10 Do you want to develop iPhone apps but don't know where to start If you want to learn Swift programming from Scratch this short book is for you Learn Swift for iPhone iOS development no programming development experience is required Download your copy NOW Book Objectives This book is about Swift programming The following are the objectives of the author To familiarize you with the basics of Swift programming language To equip you with Swift programming skills both beginner and advanced skills To help you understand the difference between Swift and Objective C To help you appreciate the power of Swift as a programming language for the development of mobile applications Who this Book is for The author intends to benefit any of the following groups of people Anybody who wants to learn basic Swift programming skills Anybody who needs to advance their Swift programming skills Anybody who needs to learn iOS app development for iOS 9 and above Professors lecturers or tutors who are looking to find better ways to explain Swift programming to their students in the simplest and easiest way Students and academicians especially those focusing on Swift programming computer science and software development Requirements The author expects you to have a computer installed with Mac OS X If you don't have a MacBook you can consider creating a Mac OS X virtual machine on your computer What is inside the book SWIFT BASICS SWIFT DATA TYPES SWIFT VARIABLES AND CONSTANTS SWIFT OPERATORS DECISION MAKING SWIFT LOOPS SWIFT FUNCTIONS SWIFT CLASSES SWIFT METHODS SWIFT ARRAYS SWIFT DICTIONARY SWIFT SETS SWIFT CLOSURES From the back cover The author begins by introducing the readers to the foundations of the Swift programming language The aim is to help them the individuals who developed the language how the Swift compiler works The reader has been guided on what they require so as to program in Swift The author has then discussed the basics of Swift including writing comments writing and running the first Swift program Swift syntax etc The various features provided by Swift have been discussed in depth including data types variables constants loops decision making functions operators object oriented programming features etc The author has organized the book into chapters with each chapter having many sub chapters Swift codes have been added alongside thorough explanations of the code and images showing the expected output upon the execution of every script The author begins with the basics of Swift and ends by discussing the complex features provided by the programming language A step by step approach has been employed in every chapter for ease of understanding

Understanding Swift Programming Craig A. Will,2013 **Swift Programming** Matthew Mathias,John Gallagher,2015-12-11 Through the authors carefully constructed explanations and examples you will develop an understanding of Swift grammar and the elements of effective Swift style At the same time you will learn how to navigate Xcode and get the most out of Apple's documentation In addition throughout the book the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts After working through this book you will have the knowledge and confidence to develop your own

solutions to a wide range of programming challenges using Swift *Understanding Coding with Apple Swift* Patricia Harris, Ph.D., 2017-07-15 To help programmers develop new applications for both iOS and Mac computers Apple launched Swift With this easy to learn programming language readers can create their own apps for iPhones and iPads Readers will learn how to write simple programs in Swift that take advantage of the coding language s unique live view of development Step by step instructions on how to code with Swift will surely make this an indispensable guide for young coders *Swift Programming* Nln Lnc, Alexander Aronowitz, 2021-04-29 You ll begin with Swift programming basics including guidelines for making your code Swifty and learn how to work with Xcode and its built in Interface Builder Then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies You ll also tune and test the app for performance and manage the app s presence in the App Store Swift is a general purpose multi paradigm object oriented functional imperative and block structured language It is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by Apple Inc It is the brand new programming language for iOS application macOS application watchOS application tvOS application Soon it became one of top 5 programming language and gained popularity among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators collections control flows and functions Learn how and when to use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Apply copy on write for your custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is for This book is for developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple s tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy **Swift Programming** Nln Lnc, Alexander Aronowitz, 2020-10-14 You ll begin with Swift programming basics including guidelines for making your code Swifty and learn how to work with Xcode and its built in Interface Builder Then you ll dive step by step into building and customizing a basic app for taking editing and deleting selfies You ll also tune and test the app for performance and manage the app s presence in the App Store Swift is a general purpose multi paradigm object oriented functional imperative and block structured language It is the result of the latest research on programming languages and is built using a modern approach to safety software design patterns by Apple Inc It is the brand new programming language for iOS application macOS application watchOS application tvOS application Soon it became one of top 5 programming language and gained popularity among Apple developer community over the few years of time replacing the old school Objective C What you will learn Understand core Swift components such as operators collections control flows and functions Learn how and when to

use classes structures and enumerations Understand how to use protocol oriented design with extensions to write easier to manage code Use design patterns with Swift to solve commonly occurring design problems Apply copy on write for your custom value types to improve performance Add concurrency to your applications using Grand Central Dispatch and Operation Queues Implement generics to write flexible and reusable code Who this book is for This book is for developers who want to delve into the latest version of Swift If you are a developer looking to learn in a practical way by working with code then this book is for you A basic understanding of Apple s tools will be beneficial but not mandatory All examples should work on the Linux platform as well Want To Know More Scroll to the top and select buy Practical Swift Eric Downey, 2016-12-01 Take a firsthand tour of Xcode and all the latest features Swift 3 has to offer If you have picked up this book chances are you know a little bit about Swift Programming With Practical Swift you ll develop an advanced understanding of the language that will enable you to create a reference guide using Xcode Playgrounds one you can continue to grow throughout your iOS career This book not only shows you how to code in a clean and concise manner but also the why behind the code Understanding why will be instrumental in your advancement as a Swift developer What You ll learn Review the evolution of Swift and the latest features in Swift 3 Study architecture and design patterns Examine Protocol Oriented Programming Understand Swift generics Test Swift code Build an iOS App with core data from scratch Who This Book Is For The primary audience for this book is developers who have started learning iOS and Swift and want to learn more of the intermediate to advanced topics available in Swift The secondary audience is developers who have experience in iOS and Swift and want a good reference book for concepts they might already know but are looking to re enforce *Swift in 30 Days* Gaurang Ratnaparkhi, 2021-09-03 Designing iOS mobile apps using simple Swift codes and libraries KEY FEATURES Combines the fundamentals of Swift and power packed libraries including SwiftUI Includes graphical illustrations and step by step instructions on coding your first iOS application Covers end to end iOS app development with code debugging and best practices DESCRIPTION Swift in 30 Days teaches young graduates and coding applicants to enter the field of rapid development of applications through simplified pragmatic and quick programming learning without much theory The book examines the basics of Swift programming fundamental Swift building blocks how to write syntax constructs define classes arrays model data with interfaces and several examples of Swift programming The book will help you to create the environment for app development including tools and libraries like Xcode and SwiftUI You will learn to work with Xcode and Swift libraries and finally make an independently developed Swift application You will have access to design patterns and learn how to handle errors debug and work with protocols By the end of this book you will become a trusted Swift programmer and a successful iOS developer who will dive deeper into Apple s intelligent app programming challenge WHAT YOU WILL LEARN Create an iOS app from scratch and learn fundamental Swift concepts such as operators and control flow Create intuitive and intelligent user interfaces with an understanding of self design and

constraints Recap OOP concepts and Swift protocol based programming Work with design patterns write clean codes and build expert tables and navigations Work with Xcode and SwiftUI 2 0 WHO THIS BOOK IS FOR This book is for students graduates and entry level coders who want to learn iOS app development without prior Swift or mobile app development experience TABLE OF CONTENTS Week 1 Beginner 1 Building Your First App 2 Swift Programming Basics 3 Auto Layout 4 Types and Control Flow Week 2 Intermediate 5 Optional Type and More 6 Code Structuring Week 3 Advanced 7 OOP in Swift 8 Protocols and Delegates Week 4 Bonus 9 Error handling and Debugging 10 SwiftUI **Beginning Programming**

All-in-One For Dummies Wallace Wang,2022-06-21 Let there be code Beginning Programming All in One For Dummies offers one guide packed with 7 books to teach you programming across multiple languages Coding can seem complex and convoluted but Dummies makes it simple and easy to understand You ll learn all about the principles of programming algorithms data structures debugging programs unique applications of programming and more while learning about some of the most popular programming languages used today Move confidently forward in your computer science coursework or straight into the workforce You ll come away with a rock solid foundation in the programming basics using data coding for the web and building killer apps Learn the basics of coding including writing and compiling code using algorithms and data structures Get comfortable with the syntax of several different programming languages Wrap your mind around interesting programming opportunities such as conducting biological experiments within a computer or programming a video game engine Develop cross platform applications for desktop and mobile devices This essential guide takes the complexity and convolution out of programming for beginners and arms you with the knowledge you need to follow where the code takes you

Swift 5 Cheat Sheet Amit Chaudhary,2021-07-24 This book has covered the latest Swift 5 3 Use this book as a quick reference guide like a cheat sheet for Swift programming language Access any topic inside a chapter in just one tap For beginners and for dummies this book is a step by step guide to understanding object oriented programming with Swift If you are an experienced developer who knows at least one modern programming language well then this book is designed to teach you how to think and program in Swift Programming language Each topic is covered with clear and concise examples for Swift programming language using Playground I hope you find this book to be a useful and worthy addition to your library I ve had a great time writing it Hopefully you ll have a great time reading and learning the latest version of Swift 5 3 I will keep updating this book to make it much simpler and more productive Thank you for purchasing a copy Amit Chaudhary 10th January 2021 Chapters Covered in this book 1 Basics 2 Constants 3 Variables 4 Data Types 5 Operators 6 String and Characters 7 Control Flow 8 Collection Types Arrays Sets and Dictionaries 9 Functions 10 Closures 11 Enumerators 12 Structures 13 Classes 14 Properties 15 Subscripts 16 Methods 17 Inheritance 18 Initializers 19 De Initializers Deallocation 20 Protocols 21 Extensions Categories 22 Automatic Reference Count 23 Type Casting Type Checking 24 Generics 25 Optional Chaining 26 Nested Types 27 Error Handling **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

Beginners Guide to Programming iOS 14 Using SwiftUI and Xcode Dennis Howard,2020-11-12 Do you desire to code iOS 14 apps just like a Pro The book gives a thorough analysis of the understanding of the Swift 5 3 programming language and how to code iOS 14 based applications with Swift The book teaches the basic of the Swift programming language for the beginners while experts who already have an understanding of the Swift basics can delve straight into subsequent chapters about Xcode and building apps The new Xcode 12 has been used in this guide for up to date information For developers who code iOS watchOS tvOS and other Apple OS applications this guide has become a go to guide to help you traverse the world of Swift and coding with Swift Please scroll up and click on the BUY NOW WITH 1 CLICK to get started

Mobile App Development (iOS/Android) Course Brian Smith, This comprehensive Mobile App Development course covers the fundamentals of iOS and Android app development providing a detailed exploration of both platforms The course begins with an introduction to the basics of mobile app development and then moves on to setting up the development environment using Xcode for iOS and Android Studio for Android The course covers crucial topics such as mobile app design utilizing UI UX principles for both iOS and Android platforms and implementing responsive design Furthermore students will learn Swift programming for iOS and Java and Kotlin for Android app development The course dives into project planning and management user authentication and security working with APIs and web services database management testing and debugging mobile apps publishing and monetizing apps and analyzing user feedback Additionally it explores cross platform development using React Native and discusses future trends in mobile app development such as AI IoT integration and AR VR development The course concludes by suggesting next steps for refining app development skills and exploring advanced topics while also highlighting potential career opportunities in mobile app development

Learning Swift Andrew J

Wagner,2016-03-23 Develop the skills required to create compelling maintainable and robust iOS and OS X apps with Swift
About This Book Write expressive understandable and maintainable Swift 2 code with this hands on tutorial Unveil the complex underpinnings of Swift to turn your app ideas into reality This book is packed with real life examples to help you implement concepts as you learn Who This Book Is For If you are looking to build iOS or OS X apps using the most modern technology this book is ideal for you You will find this book especially useful if you are new to programming or if you are yet to develop for iOS or OS X No prior programming exposure is required What You Will Learn Form a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple s frameworks so you are not intimidated by them Utilize the vast resources written in Objective C to better inform your Swift programming Develop a basic portfolio of Swift code by learning the critical concepts Experience both object oriented and functional programming Get to know the new coding techniques made available by Swift 2 Discover resources to ensure you never stop becoming a better developer In Detail Swift is Apple s new programming language and the future of iOS and OS X app development It is a high performance language that feels like a modern scripting language On the surface Swift is easy to jump into but it has complex underpinnings that are critical to becoming proficient at turning an idea into reality This book is an approachable step by step introduction into programming with Swift for everyone It begins by giving you an overview of the key features through practical examples and progresses to more advanced topics that help differentiate the proficient developers from the mediocre ones It covers important concepts such as Variables Optionals Closures Generics and Memory Management Mixed in with those concepts it also helps you learn the art of programming such as maintainability useful design patterns and resources to further your knowledge This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into reality Style and approach This is an approachable step by step guide to programming in Swift 2 Each topic is separated into compressible sections that are full of practical examples and easy to understand explanations Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2 **Professional Swift** Michael

Dippery,2015-05-07 Transition from Objective C to the cleaner more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple s new programming language This code intensive practical guide walks you through Swift best practices as you learn the language build an application and refine it using advanced concepts and techniques Organized for easy navigation this book can be read end to end for a self paced tutorial or used as an on demand desk reference as unfamiliar situations arise The first section of the book guides you through the basics of Swift programming with clear instruction on everything from writing code to storing data and Section II adds advanced data types advanced debugging extending classes and more You ll learn everything you need to know to make the transition from Objective C to Swift smooth and painless so you can begin building faster more secure apps than ever before

Get acquainted with the Swift language and syntax Write deploy and debug Swift programs Store data and interface with web services Master advanced usage and bridge Swift and Objective C Professional Swift is your guide to the future of OS X and iOS development *Swift: Developing iOS Applications* Andrew J Wagner, Giordano Scalzo, Jon Hoffman, 2016-08-31

Unleash the power of Swift and discover the skills required to build incredible robust iOS applications About This Book Write expressive understandable and maintainable Swift 2 code with this hands on course Unveil the complex underpinnings of Swift to turn your app ideas into reality Specialize in developing real iOS apps and 2D and 3D video games using Swift and CocoaPods Dive deep into protocol extensions learn new error handling model and use featured Swift design patterns to write more efficient code Who This Book Is For This course would be for app developers who are new to developing for iOS or OSX and are trying to get grips with Swift for the first time What You Will Learn From a solid understanding of the Swift 2 language Get to know the practical aspects of how a computer program actually works Understand the paradigms used by Apple's frameworks so you are not intimidated by them Create a server in Swift to deliver JSON data to an iOS app Take advantage of CocoaPods to use third party libraries Build games with SpriteKit and SceneKit Develop an app running on the cloud to act as an API server for your client's apps Dive into the core components of Swift 2 including operators collections control flow and functions Create and use classes structures and enums including object oriented topics such as inheritance protocols and extensions Develop a practical understanding of subscripts optionals and closures Master Objective C interoperability with mix and match Access network resources using Swift Implement various standard design patterns in the Swift language In Detail The Swift Developing iOS Applications course will take you on a journey to become an efficient iOS and OS X developer with the latest trending topic in town Right from the basics to the advanced level topics this course would cover everything in detail We'll embark our journey by dividing the learning path into four modules Each of these modules are a mini course in their own right and as you complete each one you'll gain key skills and be ready for the material in the next module The first module is like a step by step guide to programming in Swift 2 Each topic is separated into compressible sections that are full of practical examples and easy to understand explanations Each section builds on the previous topics so you can develop a proficient and comprehensive understanding of app development in Swift 2 By the end of this module you'll have a basic understanding of Swift 2 and its functionalities The second module will be the an easy to follow guide filled with tutorials to show you how to build real world apps The difficulty and complexity level increases chapter by chapter Each chapter is dedicated to build a new app beginning from a basic and unstyled app through to a full 3D game The last two chapters show you how to build a complete client server e commerce app right from scratch You'll be able to build well designed apps effectively use AutoLayout develop videogames and build server apps The third and the last module of our course will take an example based approach where each concept covered is supported by example code to not only give you a good understanding of the concept but also to demonstrate how to properly implement it Style and approach

This course includes all the resources that will help you jump into the app development. This course covers all the important aspects of Swift application development and is divided into individual modules so that you develop your skill after the completion of a module and get ready for the next. Through this comprehensive course, you will learn how to use Swift programming with hands-on examples from scratch to finish.

iOS Swift Programming by Example BJ Miller, 2015. The video starts with a comprehensive survey of Swift fundamentals including how to work with Playgrounds, Apple's interactive coding environment, how to declare constants and variables, how to create iterating code with loops, and much more. Next, the training teaches viewers how to work with functions and closures, define data structures, perform actions using Methods, work with UIKit, write Swift code that interacts with Objective-C, and design interfaces using storyboards. The video further covers more advanced Swift topics such as using the map-reduce filter functions and adding behavior to existing data types with generics. After watching this video, developers who perhaps have never worked with a functional programming language will understand the differences between Swift and Objective-C. Current iOS developers will gain a better understanding of how to incorporate Swift into their application programming practices, and new iOS developers will learn how Swift simplifies the process of building their first or second iOS application.

Resource description page: **Animating SwiftUI Applications**

Stephen DeStefano, J.D. Gauchat, 2023-03-13. Unleash the power of SwiftUI by building dynamic cross-platform projects that will amaze their users. Purchase of the print or Kindle book includes a free PDF eBook.

Key Features: Explore the basics of declarative programming and animation. Understand the fundamentals of SwiftUI and animatable properties. Learn while working on beginner to advanced level animation projects.

Book Description: Swift and SwiftUI are the backbone of Apple application development, making them a crucial skill set to learn. *Animating SwiftUI Applications* focuses on the creation of stunning animations, making you proficient in this declarative language and employing a minimal code approach. In this book, you will start by exploring the fundamentals of SwiftUI and animation before jumping into various projects that will cement these skills in practice. You will explore some simple projects like animating circles, creating color spectrums with hue-rotation, animating individual parts of an image, as well as combining multiple views together to produce dynamic creations. The book will then transition into more advanced animation projects that employ the GeometryReader, which helps align your animations across different devices, as well as creating word and color games. Finally, you will learn how to integrate the SpriteKit framework into our SwiftUI code to create scenes with wind, fire, rain, and/or snow, along with adding physics, gravity, collisions, and particle emitters to your animations. By the end of this book, you will have created a number of different animation projects and will have gained a deep understanding of SwiftUI that can be used for your own creations. What you will learn:

- Understand the fundamentals of SwiftUI and declarative programming.
- Master animation concepts like state variables and time curves.
- Explore animation properties like hue-rotation, opacity, and scale.
- Create animations using physics, gravity, collision, and more.
- Use the GeometryReader to align views across various platforms.
- Combine

different animations for more dynamic effectsAdd audio to your animations for an interactive experienceWho this book is for This book is for aspiring SwiftUI developers who have a basic understanding of Swift It can also be used by SwiftUI developers UIKit developers and iOS developers that are new to SwiftUI and want to improve their animation proficiency

Beginning iPhone Development with Swift 4 Molly K. Maskrey,2017-10-26 Learn how to integrate all the interface elements iOS users have come to know and love such as buttons switches pickers toolbars and sliders In this edition of the best selling book you ll master a variety of design patterns from the simplest single view to complex hierarchical drill downs Assuming little or no working knowledge of the Swift programming language and written in a friendly easy to follow style this book offers a comprehensive course in iPhone and iPad programming The book starts with the basics walking through the process of downloading and installing Xcode and the iOS 11 SDK and then guides you though the creation of your first simple application The art of table building will be demystified and you ll learn how to save your data using the iOS file system You ll see how to to create load and work with playgrounds as you develop an understanding of the Swift language 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 Beginning iPhone Development with Swift 4 covers the basic information you need to get up and running quickly with your iOS apps Once you re ready move on to Professional iPhone Development with Swift 4 to learn more of the really unique aspects of the SDK and Swift language What You Will Learn Discover what data persistence is and why it s important Build cool crisp user interfaces Display data in Table Views Work with all the most commonly used iOS Frameworks Who This Book is For Aspiring iOS app developers new to the Apple Swift programming language and or the iOS SDK **Beginning Swift** Rob Kerr,Kåre Morstøl,2018-05-31 Swift greatly simplifies the process of developing applications for Apple devices This book provides you with the essential skills to help you get started with developing applications using Swift Key Features Teaches you how to correctly structure and architect software using Swift Uses real world examples to connect the theory to a professional setting Imparts expertise in the core Swift standard library Book Description Take your first foray into programming for Apple devices with Swift Swift is fundamentally different from Objective C as it is a protocol oriented language While you can still write normal object oriented code in Swift it requires a new way of thinking to take advantage of its powerful features and a solid understanding of the basics to become productive What you will learn Explore the fundamental Swift programming concepts language structure and the Swift programming syntax Learn how Swift compares to other computer languages and how to transform your thinking to leverage new concepts such as optionals and protocols Master how to use key language elements such as strings and collections Grasp how Swift supports modern application development using advanced features such as built in Unicode support and higher order functions Who this book is for If you are seeking fundamental Swift programming skills in preparation for learning to develop native applications for iOS or macOS this book is the best for you You don t need to have any prior Swift knowledge however object oriented programming

experience is desired

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