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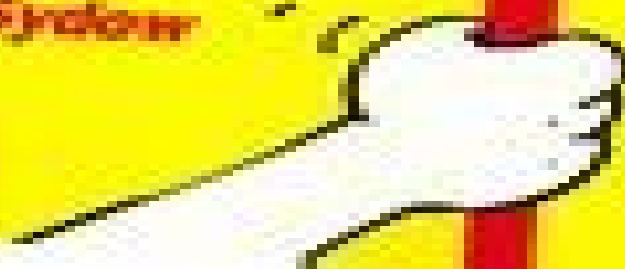


MAC[®] PROGRAMMING FOR DUMMIES[®]

3RD EDITION

**A Reference for
the Rest of Us!**

— Dan Parks Sydow



*The Fun and Easy Way
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Programs*

*Your First Aid Kit for
Compelling Source Code
with CodeWarrior Lite*

*Compilation of C —
Explained in Plain English*

Mac Programming For Dummies

Erick Tejkowski



Mac Programming For Dummies:

Mac? Programming For Dummies Dan Parks Sydow, 1999-03-30 Sydow a Mac programming expert updates his book with information on programming basics compilers programming languages and basic code writing Best of all he makes it so simple that even a non programmer can comprehend the information The CD contains freely distributed Mac programming tools such as CodeWarrior Lite and ResEdit as well as sample code and files *Mac Programming for Absolute Beginners* Wallace Wang, 2011-08-06 Want to learn how to program on your Mac Not sure where to begin Best selling author Wallace Wang will explain how to get started with Cocoa Objective C and Xcode Whether you are an experienced Windows coder moving to the Mac or you are completely new to programming you ll see how the basic design of a Mac OS X program works how Objective C differs from other languages you may have used and how to use the Xcode development environment Most importantly you ll learn how to use elements of the Cocoa framework to create windows store data and respond to users in your own Mac programs If you want to learn how to develop apps with Cocoa Objective C and Xcode this book is a great first step Here are just a few of the things you ll master along the way Fundamental programming concepts aided by short easy to understand examples How to use Xcode and related programming tools to save time and work more efficiently A firm understanding of the basics of Objective C and how it compares to other languages you might know How to create simple apps using the Cocoa framework How to easily design write test and market your finished program With this book and your trusty Mac you re well on your way to transforming your Mac app ideas into real applications **Cocoa Programming for Mac OS X For Dummies** Erick Tejkowski, 2009-03-09 Cocoa programming is not only the favored development environment for Mac OS X it s also a primary tool for creating iPhone and iPod Touch software That makes this a great time to learn Cocoa and Cocoa Programming for Mac OS X For Dummies is the ideal place to start This book gives you a solid foundation in Cocoa and the unusual syntax of Objective C You ll learn what s new in Cocoa frameworks and create an application step by step For example you can See how Xcode underlies your applications as the main component of Apple s IDE Examine the basics of the Objective C language the elements of a Cocoa interface and object oriented programming Use Xcode and Interface Builder Spruce up your apps with audio video Internet features stylized text and more Create applications with the stunning graphics for which Macs are famous See how to build apps with multiple documents and even executables that aren t traditional Mac apps Use all the exciting new Cocoa features Work with Cocoa numbers arrays Booleans and dates Build document based applications Simplify with key value coding The better you understand Cocoa programming the better the applications you can create for Mac OS X iPhone and iPod Touch Cocoa Programming for Mac OS X For Dummies makes it easy and fun Note CD ROM DVD and other supplementary materials are not included as part of eBook file Swift OS X Programming for Absolute Beginners Wallace Wang, 2015-08-11 Swift OS X Programming for Absolute Beginners is your step by step guide to learning how to code using Swift Apple s hottest new programming language This book will not only teach

complete programming novices how to write OS X programs but it can also help experienced programmers moving to the Macintosh for the first time You will learn to understand the principles of programming how to use Swift and Xcode and how to combine your knowledge into writing OS X programs If you've always wanted to learn coding but felt stymied by the limitation of simplistic programming languages or intimidated by professional but complicated programming languages then you'll want to learn Swift Swift is your gateway to both Macintosh and iOS app development while being powerful and easy to learn at the same time and Swift OS X Programming for Absolute Beginners is the perfect place to start add it to your library today

Mac Application Development For Dummies Karl G. Kowalski, 2011-09-29 The App Store extends to the Mac desktop Developers here's how join the fun If you love your desktop Mac and want to enjoy the fun and challenge of developing Mac apps for the App Store here's your chance to get started This fun full color guide shows you how to create killer Mac apps on and for a desktop Mac The book takes you step by step through the development of two apps while you get up to speed on the Mac App SDK Xcode 4 how a Mac app runs cryptography views and much more Shows you how to download the Mac App SDK set up Xcode 4 and how Mac apps run Takes you step by step through the development of two Mac desktop apps Explains views view controllers interface objects gesture recognizers cryptography security network awareness and much more The App Store for the Mac desktop is the next big thing for developers Be ready with this book at your disposal Note Apple's iOS SDK tools are only accessible on Intel powered Mac and MacBook devices

Beginning Programming For Dummies Wallace Wang, 2011-02-25 Do you think the programmers who work at your office are magical wizards who hold special powers that manipulate your computer Believe it or not anyone can learn how to write programs and it doesn't take a higher math and science education to start Beginning Programming for Dummies shows you how computer programming works without all the technical details or hard programming language It explores the common parts of every computer programming language and how to write for multiple platforms like Windows Mac OS X or Linux This easily accessible guide provides you with the tools you need to Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java Applets In addition to these essential building blocks this guide features a companion CD ROM containing Liberty BASIC compiler and code in several languages It also provides valuable programming resources and lets you in on cool careers for programmers With Beginning Programming of Dummies you can take charge of your computer and begin programming today

Mac OS X Programming Dan Parks Sydow, 2002 Mac OS X Programming Techniques provides the reader with definitions details and explanations of the various components that make up this new operating system Understanding the operating system helps the reader use the programming tools and the Carbon application programming interface API both of which are covered extensively in this book Much of the original programming API now referred to as the Classic API is still usable But it's been

revamped and renamed it's now the Carbon API. This modified set of functions includes plenty of new routines that make a Mac programmer's work easier and more powerful provided that the programmer knows how to make use of the new code. The reader learns about the all new Carbon Event Manager as well as the changes and enhancements that have been made to existing managers such as the Window Manager and the Menu Manager. Readers new to Mac programming will appreciate the journey that takes them from the start of a new Macintosh project to the final building of a standalone Mac OS X application. Readers experienced in programming the Mac will find this same material of great interest and these readers will benefit from the lengthy section on porting existing Mac OS 8 and 9 applications to Mac OS X. Finally readers will appreciate the Carbon API reference section that provides information and example code for dozens of the most commonly used Carbon routines. All the code developed in the book will be available on www.newriders.com.

Mac OS X for Absolute Beginners
Wallace Wang, 2016-06-07 Best selling author Wallace Wang teaches you how to use El Capitan the latest version of the Mac operating system in everyday situations. This book shows you the beginner Mac user how to get up and running, operate and work day to day on your Mac. You will learn how to run applications, manage windows and files, work with the internet and more. You will even learn how to use your Mac with an iPhone and an Apple watch. If you've ever felt that you couldn't learn how to use a Mac, this is your opportunity to give it a go. What you'll learn: How to get up and running with Mac OS X El Capitan, How to navigate and manage views, How to manage your files, What entertainment options are available to you and how to use them, How to maintain your Mac, How to work with iPhone and Apple watch. Who This Book Is For: Anyone who wants to learn how to use OS X El Capitan. No previous experience is required.

[Cocoa Programming for Mac OS X For Dummies](#)
Erick Tejkowski, 2009-03-03 Cocoa programming is not only the favored development environment for Mac OS X, it's also a primary tool for creating iPhone and iPod Touch software. That makes this a great time to learn Cocoa and Cocoa Programming for Mac OS X For Dummies is the ideal place to start. This book gives you a solid foundation in Cocoa and the unusual syntax of Objective C. You'll learn what's new in Cocoa frameworks and create an application step by step. For example, you can see how Xcode underlies your applications as the main component of Apple's IDE. Examine the basics of the Objective C language, the elements of a Cocoa interface and object oriented programming. Use Xcode and Interface Builder. Spruce up your apps with audio, video, Internet features, stylized text and more. Create applications with the stunning graphics for which Macs are famous. See how to build apps with multiple documents and even executables that aren't traditional Mac apps. Use all the exciting new Cocoa features. Work with Cocoa numbers, arrays, Booleans and dates. Build document based applications. Simplify with key value coding. The better you understand Cocoa programming, the better the applications you can create for Mac OS X, iPhone and iPod Touch. Cocoa Programming for Mac OS X For Dummies makes it easy and fun. Note: CD, ROM, DVD and other supplementary materials are not included as part of eBook file.

Mac OS 8 For Dummies
Bob LeVitus, 1997-09-10 Free Mac OS 8 Cheat Sheet Inside. Discover the Techniques the Gurus Use to Squeeze Every Ounce of

Performance from the New Mac OS 8 Mac OS 8 For Dummies is the fun and easy way to figure out the latest version of the Macintosh operating system Whether you re brand new to the Macintosh environment or upgrading from older system software bestselling author Bob LeVitus takes you on an information packed tour of Mac OS 8 This easy to use reference explains how everything works in the simplest of terms so that you get the most out of your Mac Let These Icons Guide You Points you to shortcuts and insights that save you time and trouble Highlights nerdy technical discussions you can skip if you want to Warns you of an irreverent sometimes passionate outburst by the author Ask for IDG Books For Dummies Books the Fun and Easy Way to Find Out About Computers Also look for IDG Books Mac Programming For Dummies 2nd Edition the fun and easy way to program with your Mac and more Macs For Dummies 2nd Edition for even more information about your Mac Inside find helpful advice on how to Tweak your control panels to customize the look and feel of Mac OS 8 Get your Mac up and running on the Internet in no time Save RAM and hard disk space with Bob s guide to What Can Stay and What Can Go Manage your files and folders to keep your Mac s system neat and organized Automate your everyday tasks with a fun introduction to AppleScript Resolve extension and control panel conflicts with ease Master networking file sharing and printing Discover the difference between real and virtual memory [Pattern-Oriented Software Architecture For Dummies](#) Robert S. Hanmer,2013-01-04 Implement programming best practices from the ground up Imagine how much easier it would be to solve a programming problem if you had access to the best practices from all the top experts in the field and you could follow the best design patterns that have evolved through the years Well now you can This unique book offers development solutions ranging from high level architectural patterns to design patterns that apply to specific problems encountered after the overall structure has been designed to idioms in specific programming languages all in one accessible guide Not only will you improve your understanding of software design you ll also improve the programs you create and successfully take your development ideas to the next level Pulls together the best design patterns and best practices for software design into one accessible guide to help you improve your programming projects Helps you avoid re creating the wheel and also meet the ever increasing pace of rev cycles as well as the ever increasing number of new platforms and technologies for mobile web and enterprise computing Fills a gap in the entry level POSA market as well as a need for guidance in implementing best practices from the ground up Save time and avoid headaches with your software development projects with Pattern Oriented Software Architecture For Dummies **Cocoa Programming For Dummies** Erick Tejkowski,2003-03-14 Mac OS X comes with an array of tools that make Macintosh programming easier and more accessible than ever before and Cocoa is the hottest of these Object oriented featuring powerful frameworks and cool visual interface design capabilities Cocoa provides you with programming skills you only could dream of a few years ago With it you can quickly create sophisticated applications for Mac OS X complete with beautiful Aqua interfaces and advanced functionality But getting started with Cocoa can be tricky and you re going to need all the expert hands on advice and guidance you can get That s where this book comes

in Cocoa Programming For Dummies is your complete guide to mastering that powerful Mac development tool Full of fast and easy projects for designing developing and deploying rich new applications with Cocoa it gets you up and running in no time with what you need to Master the Cocoa API Get the most out of AppKit Framework and Foundation Get a handle on Objective C programming Use advanced graphics features Program file management features Develop Web friendly applications Create hot multimedia effects Build a movie player Cocoa Programming For Dummies lets you explore Cocoa programming by doing it Each chapter guides you through the process of creating at least one simple application illustrating the features covered in it Erick Tejkowski walks you through Six simple steps to creating Cocoa applications Project Builder Interface Builder FileManager IconComposer PackageManager and other utilities Programming in Objective C Manipulating editing and saving text and changing text styles Using graphics managing files and printing with Cocoa Interacting with the Web and sending e mail from a Cocoa application Loading and playing sound files and building an audio player Watching movies with Cocoa Building document based applications using AppleScript The easy way to start cooking up hot new Macintosh applications with Cocoa Cocoa Programming For Dummies puts you in control of all of Mac OS X s awesome object oriented programming capabilities

[iOS 16 Programming for Beginners](#) Ahmad Sahar,Craig Clayton,2022-11-18

Take your next step in iOS app development and work with Xcode 14 and iOS 16 Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Explore the latest features of Xcode 14 and the Swift 5.7 programming language in this updated seventh edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 16 such as Mac Catalyst SwiftUI Lock Screen widgets and WeatherKit Book Description With almost 2 million apps on the App Store iOS mobile apps continue to be incredibly popular Anyone can reach millions of customers around the world by publishing their apps on the App Store which means that competent iOS developers are in high demand iOS 16 Programming for Beginners Seventh Edition is a comprehensive introduction for those who are new to iOS covering the entire process of learning the Swift language writing your own app and publishing it on the App Store This book follows a hands on approach With step by step tutorials to real life examples and easy to understand explanations of complicated topics each chapter will help you learn and practice the Swift language to build your apps and introduce exciting new technologies to incorporate into your apps You ll learn how to publish iOS apps and work with new iOS 16 features such as Mac Catalyst SwiftUI Lock Screen widgets WeatherKit and much more By the end of this iOS development book you ll have the knowledge and skills to write and publish interesting apps and more importantly to use the online resources available to enhance your app development journey What you will learn Get to grips with the fundamentals of Xcode 14 and Swift 5.7 the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model View Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS 16 features such as SwiftUI Lock screen widgets and WeatherKit Convert an existing iPad app into a Mac app with Mac Catalyst

Design deploy and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development Basic knowledge of programming including loops data types and so on is necessary *iOS 15 Programming for Beginners* Ahmad Sahar,Craig Clayton,2021-12-24 Key Features Explore the latest features of Xcode 13 and the Swift 5.5 programming language in this updated sixth edition Start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 15 such as Mac Catalyst SwiftUI Swift Concurrency and SharePlay Book Description With almost 2 million apps on the App Store iOS mobile apps continue to be incredibly popular Anyone can reach millions of customers around the world by publishing their apps on the App Store iOS 15 Programming for Beginners is a comprehensive introduction for those who are new to iOS It covers the entire process of learning the Swift language writing your own app and publishing it on the App Store Complete with hands on tutorials projects and self assessment questions this easy to follow guide will help you get well versed with the Swift language to build your apps and introduce exciting new technologies that you can incorporate into your apps You ll learn how to publish iOS apps and work with Mac Catalyst SharePlay SwiftUI Swift concurrency and much more By the end of this iOS development book you ll have the knowledge and skills to write and publish interesting apps and more importantly to use the online resources available to enhance your app development journey What you will learn Get to grips with the fundamentals of Xcode 13 and Swift 5.5 the building blocks of iOS development Understand how to prototype an app using storyboards Discover the Model View Controller design pattern and how to implement the desired functionality within an app Implement the latest iOS features such as Swift Concurrency and SharePlay Convert an existing iPad app into a Mac app with Mac Catalyst Design deploy and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development Basics knowledge of programming including loops boolean and so on is necessary **iOS 13 Programming for Beginners** Ahmad Sahar,Craig Clayton,2020-01-24 A step by step guide to learning iOS app development and exploring the latest Apple development tools Key Features Explore the latest features of Xcode 11 and the Swift 5 programming language in this updated fourth edition Kick start your iOS programming career and have fun building your own iOS apps Discover the new features of iOS 13 such as Dark Mode iPad apps for Mac SwiftUI and more Book Description iOS 13 comes with features ranging from Dark Mode and Catalyst through to SwiftUI and Sign In with Apple If you re a beginner and are looking to experiment and work with these features to create your own apps then this updated fourth edition gets you off to a strong start The book offers a comprehensive introduction for programmers who are new to iOS covering the entire process of learning the Swift language writing your own apps and publishing them on the App Store This edition is updated and revised to cover the new iOS 13 features along with Xcode 11 and Swift 5 The book starts with an introduction to the Swift programming language and how to accomplish common programming tasks with it You ll then start building the user

interface UI of a complete real world app using the latest version of Xcode and also implement the code for views view controllers data managers and other aspects of mobile apps The book will then help you apply the latest iOS 13 features to existing apps along with introducing you to SwiftUI a new way to design UIs Finally the book will take you through setting up testers for your app and what you need to do to publish your app on the App Store By the end of this book you ll be well versed with how to write and publish apps and will be able to apply the skills you ve gained to enhance your apps What you will learnGet to grips with the fundamentals of Xcode 11 and Swift 5 the building blocks of iOS developmentUnderstand how to prototype an app using storyboardsDiscover the Model View Controller design pattern and how to implement the desired functionality within the appImplement the latest iOS features such as Dark Mode and Sign In with AppleUnderstand how to convert an existing iPad app into a Mac appDesign deploy and test your iOS applications with industry patterns and practicesWho this book is for This book is for anyone who has programming experience but is completely new to Swift and iOS app development Experienced programmers looking to explore the latest iOS 13 features will also find this book useful

iOS 14 Programming for Beginners Ahmad Sahar,2020-11-27 Publisher s note This edition from 2020 is outdated and does not make use of the most recent iOS and swift features A new sixth edition updated for iOS 15 and including new advanced topics such as Mac Catalyst SwiftUI Swift Concurrency and SharePlay has now been published Key FeaturesExplore the latest features of Xcode 12 and the Swift 5 3 programming language in this updated fifth editionKick start your iOS programming career and have fun building your own iOS appsDiscover the new features of iOS 14 such as Mac Catalyst SwiftUI widgets and App ClipsBook Description If you re looking to work and experiment with powerful iOS 14 features such as widgets and App Clips to create your own apps this iOS programming guide is for you The book offers a comprehensive introduction for experienced programmers who are new to iOS taking you through the entire process of learning the Swift language writing your own apps and publishing them on the App Store Fully updated to cover the new iOS 14 features along with Xcode 12 and Swift 5 3 this fifth edition of iOS 14 Programming for Beginners starts with an introduction to the Swift programming language and shows you how to accomplish common programming tasks with it You ll then start building the user interface UI of a complete real world app using the storyboards feature in the latest version of Xcode and implement the code for views view controllers data managers and other aspects of mobile apps The book will also help you apply iOS 14 features to existing apps and introduce you to SwiftUI a new way to build apps for all Apple devices Finally you ll set up testers for your app and understand what you need to do to publish your app on the App Store By the end of this book you ll not only be well versed in writing and publishing applications but you ll also be able to apply your iOS development skills to enhance existing apps What you will learnGet to grips with the fundamentals of Xcode 12 and Swift 5 3 the building blocks of iOS developmentUnderstand how to prototype an app using storyboardsDiscover the Model View Controller design pattern and how to implement the desired functionality within an appImplement the latest iOS features

such as widgets and App Clips Convert an existing iPad app into an Apple Silicon Mac app Design deploy and test your iOS applications with design patterns and best practices Who this book is for This book is for anyone who has programming experience but is new to Swift and iOS app development Experienced programmers looking to explore the latest iOS 14 features will also find this book useful

Mac Programming: The Next Level Pasquale De Marco, 2025-07-13 Mac Programming The Next Level is the definitive guide to creating innovative and engaging applications for Apple's Macintosh computers Written by Pasquale De Marco an experienced Mac developer and trainer this comprehensive book covers everything from the basics of Mac programming to advanced techniques for creating high performance applications With its clear explanations step by step instructions and real world examples this book will help you master the essential concepts of Mac programming including memory management debugging techniques and event handling You'll also learn about the latest technologies and trends in Mac development such as object oriented programming frameworks and libraries Whether you're a beginner looking to get started or an experienced programmer seeking to expand your expertise this book has something for everyone It's packed with practical tips and insights from experienced Mac programmers helping you avoid common pitfalls and develop efficient and maintainable code Throughout the book you'll find comprehensive coverage of key topics such as The Macintosh Programmer's Toolkit Graphics and Interface Design Event Handling and Input Files and Data Storage Networking and Communications Multimedia and Sound Advanced Programming Techniques Debugging and Performance Tuning Deployment and Distribution The Future of Mac Programming With Mac Programming The Next Level you'll gain the skills and knowledge you need to create amazing applications that will delight users and make a difference in the world If you like this book write a review

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way to learn coding on your own Well this book is everything you ve been looking for It will teach you everything there is about Python coding programming artificial intelligence and machine learning If you want to learn how to code taking your first steps into the coding universe might seem like an intimidating and daunting task Here s the big secret there are plenty of resources you can use to give yourself all the help you need teach yourself new techniques and make this learning process fun and exciting And this guide is precisely one of those resources that will help you out Here is what this book contains Everything there is to know about machine learning and artificial intelligence Extensive training in data science A beginner s guide to learning Python without breaking a sweat The benefits of learning Python Practical exercises that help you check your progress The best way to learn to code involves you getting up close and personal with a real book that you can follow along from beginning to end This will give you a more comprehensive introduction to coding than jumping around from topic to topic on a website Not only will this book teach you how to code but it will also test your new skills The practical exercises section will show you more about functions and modules and also how to make your program interactive Without applying your coding skills in a few projects you won t even be considered a real coder So start learning and practicing You don t have to enroll in a four year college program to learn the fundamentals of computer science and coding All you have to do is get this book Scroll up click on Buy Now with 1 Click and Get Your Copy Now

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Table of Contents Mac Programming For Dummies

1. Understanding the eBook Mac Programming For Dummies
 - The Rise of Digital Reading Mac Programming For Dummies
 - Advantages of eBooks Over Traditional Books
2. Identifying Mac Programming For Dummies
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Mac Programming For Dummies
 - User-Friendly Interface
4. Exploring eBook Recommendations from Mac Programming For Dummies
 - Personalized Recommendations
 - Mac Programming For Dummies User Reviews and Ratings

- Mac Programming For Dummies and Bestseller Lists
- 5. Accessing Mac Programming For Dummies Free and Paid eBooks
 - Mac Programming For Dummies Public Domain eBooks
 - Mac Programming For Dummies eBook Subscription Services
 - Mac Programming For Dummies Budget-Friendly Options
- 6. Navigating Mac Programming For Dummies eBook Formats
 - ePub, PDF, MOBI, and More
 - Mac Programming For Dummies Compatibility with Devices
 - Mac Programming For Dummies Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Mac Programming For Dummies
 - Highlighting and Note-Taking Mac Programming For Dummies
 - Interactive Elements Mac Programming For Dummies
- 8. Staying Engaged with Mac Programming For Dummies
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Mac Programming For Dummies
- 9. Balancing eBooks and Physical Books Mac Programming For Dummies
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Mac Programming For Dummies
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Mac Programming For Dummies
 - Setting Reading Goals Mac Programming For Dummies
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Mac Programming For Dummies
 - Fact-Checking eBook Content of Mac Programming For Dummies
 - Distinguishing Credible Sources

13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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