

## Elenco Electronics Project Guide

Part of a series of Tintin adventures, this book contains three separate stories. Tintin is a Belgian amateur detective who gets embroiled in every kind of thriller-adventure, along with his dog Snowy, the two policemen Thomson and Thompson, Captain Haddock and Professor Calculus.

The threatened species categories used in Red Data Books and Red Lists have been in place for almost 30 years. The IUCN Red List Categories and Criteria provide an easily and widely understood system for classifying species at high risk of global extinction, so as to focus attention on conservation measures designed to protect them. This latest version of the classification system was adopted by the IUCN Council in February 2001 and reflects comments from the IUCN and SSC memberships and the final meeting of the Criteria Review Working Group.

Provides lists of selling prices of items found on eBay in such categories as antiques, boats, books, cameras, coins, collectibles, dolls, DVDs, real estate, stamps, tickets, and video games.

"A hands-on primer for the new electronics enthusiast"--Cover.

Learn how to safely create electronic circuits using conductive and insulating

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doughs. Readers will learn basic circuitry skills, which will be useful in pursuing a variety of engineering projects. Photos, sidebars, and callouts help readers draw connections between new concepts in this book and other makers-related concepts they may already know. Additional text features and search tools, including a glossary and an index, help students locate information and learn new words.

Over 2 million copies sold worldwide! Be inspired to create and build amazing models with your LEGO® bricks! The LEGO Ideas Book is packed full of tips from expert LEGO builders on how to make jet planes reach new heights, create fantastic fortresses, swing through lush jungles, have fun on the farm and send space shuttles out of this world! This awesome ideas book is divided into six themed chapters - transport, buildings, space, kingdoms, adventure, and useful makes - to inspire every member of the family to get building. With over 500 models and ideas, this book is perfect for any LEGO fan - young or young at heart - who want to make their models cool, fun and imaginative. ©2020 The LEGO Group.

\* A much-needed clearinghouse for information on amateur and educational robotics, containing over 2,500 listings of robot suppliers, including mail order and local area businesses \* Contains resources for both common and hard-to-

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find parts and supplies \* Features dozens of "sidebars" to clarify essential robotics technologies \* Provides original articles on various robot-building topics

To demonstrate the powerfully enduring effect of place, this text reviews a decade of research in Chicago, to demonstrate how neighborhoods influence social phenomena, including crime, health, civic engagement & altruism.

A DIY guide to designing and building transistor radios Create sophisticated transistor radios that are inexpensive yet highly efficient. Build Your Own Transistor Radios: A Hobbyist's Guide to High-Performance and Low-Powered Radio Circuits offers complete projects with detailed schematics and insights on how the radios were designed. Learn how to choose components, construct the different types of radios, and troubleshoot your work. Digging deeper, this practical resource shows you how to engineer innovative devices by experimenting with and radically improving existing designs. Build Your Own Transistor Radios covers: Calibration tools and test generators TRF, regenerative, and reflex radios Basic and advanced superheterodyne radios Coil-less and software-defined radios Transistor and differential-pair oscillators Filter and amplifier design techniques Sampling theory and sampling mixers In-phase, quadrature, and AM broadcast signals Resonant, detector, and AVC circuits Image rejection and noise analysis methods This is the perfect guide for electronics hobbyists and students who want to delve deeper into the topic of radio. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Artificial intelligence is changing the way humans communicate with each other and the world.

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In *Artificial Intelligence: Thinking Machines and Smart Robots with Science Activities for Kids*, middle school kids learn about the history and technology of artificial intelligence while undertaking student-led science and engineering projects designed for a hands-on immersive learning experience. Includes 25 STEAM activities that encourage the development of important skills, including comparing and contrasting, looking for detailed evidence, making deductions, and applying critical analysis to a wide variety of media.

Presents basic facts about electricity, as well as instructions for simple projects such as making a switch.

### ALLEN/GETTING THINGS DONE

Build 11 machines, includes all the LEGO bricks you need. From the 'practical' (a mechanical hand to pick things up for you) to the intriguing (a machine that makes crinkled paper) to the flat-out ridiculous (astronaut training for your mini-figures!), these projects encourage kids to explore the possibilities hidden in their LEGO collection. Inspires open-ended creativity to not just build the models in this book, but also to experiment with their own modifications to be faster, more accurate, or more complex.

Provides information about how to do a science fair project, including an explanation of the scientific method, how to choose, research, and write up the project, as well as effective ways to display the finished product.

Analog circuit and system design today is more essential than ever before. With the growth of digital systems, wireless communications, complex industrial and automotive systems, designers are challenged to develop sophisticated analog solutions. This comprehensive source book of circuit design solutions will aid systems designers with elegant and practical

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design techniques that focus on common circuit design challenges. The book's in-depth application examples provide insight into circuit design and application solutions that you can apply in today's demanding designs. Covers the fundamentals of linear/analog circuit and system design to guide engineers with their design challenges Based on the Application Notes of Linear Technology, the foremost designer of high performance analog products, readers will gain practical insights into design techniques and practice Broad range of topics, including power management tutorials, switching regulator design, linear regulator design, data conversion, signal conditioning, and high frequency/RF design Contributors include the leading lights in analog design, Robert Dobkin, Jim Williams and Carl Nelson, among others

During the past few years, groups like the President's Council of Advisors on Science and Technology, Center for Education have been placing great emphasis on the significance of STEM (science, technology, engineering, and math) education. In brief, the US is seen as falling behind the rest of the world in science and technology education. In response, the curricula have been revised in many educational institutions and school districts across the country. It is clear that for STEM to be successful, other community organizations, most particularly libraries, need to be closely involved in the process. Library staff realize the importance of getting involved in STEM education, but many have difficulty finding comprehensive information that will help them plan and successfully implement STEM direction in their organization. This book is designed to meet that need. It is timely and relevant. How to STEM: Science, Technology, Engineering, and Math Education in Libraries is by and for libraries who are involved in contributing efforts into advancing these subjects. It is organized in 9 parts including funding, grant writing, community partnerships, outreach,

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research, and examples of specific programming activities. Authors are drawn from the professional staffs of educational institutions, libraries, and non-profit organizations such as science museums. The book contains eight parts, each emphasizing a different aspect of how to succeed with STEM. Part 1 emphasizes how hands-on activities that are both fun and educational can be used to further STEM awareness. Parts 2 and 3 contain chapters on the uniting of STEM with Information Literacy. Innovative collection development ideas are discussed in Part 4 and Part 5 focuses on research and publishing. Outreach is the theme of Part 6 and the programs described in these chapters offer an array of ways to connect with students of all ages. The final section of *How to STEM: Science, Technology, Engineering, and Math Education in Libraries* addresses the funding of these programs. Librarians of all types will be pleased to discover easy-to-implement suggestions for collaborative efforts, many rich and diverse programming ideas, strategies for improving reference services and library instruction to speakers of English as a second language, marketing and promotional tips designed to welcome multicultural patrons into the library, and much more.

Teach your child everything he/she needs to know about electricity in order to develop appreciation for the technology. To explain this concept, pictures are the bomb! They literally tell a thousand words, and that's why this workbook uses a lot of pictures. There are some select texts, too, to test your child's reading and comprehension skills. Grab a copy now! Is your child getting lost in the system, becoming bored, losing his or her natural eagerness to learn? If so, it may be time to take charge of your child's education—by doing it yourself. *The Well-Trained Mind* will instruct you, step by step, on how to give your child an academically rigorous, comprehensive education from preschool through high school—one that will train him

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or her to read, to think, to understand, to be well-rounded and curious about learning. Veteran home educators Susan Wise Bauer and Jessie Wise outline the classical pattern of education called the trivium, which organizes learning around the maturing capacity of the child's mind and comprises three stages: the elementary school "grammar stage," when the building blocks of information are absorbed through memorization and rules; the middle school "logic stage," in which the student begins to think more analytically; and the high-school "rhetoric stage," where the student learns to write and speak with force and originality. Using this theory as your model, you'll be able to instruct your child—whether full-time or as a supplement to classroom education—in all levels of reading, writing, history, geography, mathematics, science, foreign languages, rhetoric, logic, art, and music, regardless of your own aptitude in those subjects. Thousands of parents and teachers have already used the detailed book lists and methods described in *The Well-Trained Mind* to create a truly superior education for the children in their care. This extensively revised fourth edition contains completely updated curricula and book lists, links to an entirely new set of online resources, new material on teaching children with learning challenges, cutting-edge math and sciences recommendations, answers to common questions about home education, and advice on practical matters such as standardized testing, working with your local school board, designing a high-school program, preparing transcripts, and applying to colleges. You do have control over what and how your child learns. *The Well-Trained Mind* will give you the tools you'll need to teach your child with confidence and success.

Although LEGO MINDSTORMS NXT allows anyone to build complex inventions, there are limits to what you can do with what comes inside the box. This book shows you how to

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advance the NXT with more than 45 exciting projects that include creating a cool magic wand that writes words in thin air, building a remotely guided vehicle, and constructing sophisticated robots that can sense color, light, temperature, and more. All projects are explained with easy-to-follow, step-by-step instructions, so you'll be able to create them successfully whether you're a novice or an expert. This book also shows you how to expand the programming software and use the alternative language NXC. New input devices—such as keypads, sensors, and even the human body—are covered, along with fun games such as surfing, PONG, and SIMON. On the serious side, there are classic engineering challenges such as controlling an inverted pendulum, making a robot that follows a wall, and building several light-seeking vehicles. Some projects are just entertaining, such as the Etch-A-NXT; others are useful, such as a motorized camera mount that takes panoramic photographs. This second edition accounts for the important changes found in the next generation NXT, and it also covers the original concepts in greater depth. Details are presented for practically unlimited expansion of the NXT inputs and outputs by using the I2C communications bus, and several power amplifier designs allow the NXT outputs to drive bigger motors. Instructions are also included for adapting LEGO Power Functions motors to work directly with the NXT.

The Well-Trained Mind: A Guide to Classical Education at Home (Fourth Edition)W. W. Norton & Company

Dive hands-on into the tools, techniques, and information for making your own analog synthesizer. If you're a musician or a hobbyist with experience in building electronic projects from kits or schematics, this do-it-yourself guide will walk you through the parts and schematics you need, and how to tailor them for your needs. Author Ray Wilson shares his decades of

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experience in synth-DIY, including the popular Music From Outer Space (MFOS) website and analog synth community. At the end of the book, you'll apply everything you've learned by building an analog synthesizer, using the MFOS Noise Toaster kit. You'll also learn what it takes to create synth-DIY electronic music studio. Get started in the fun and engaging hobby of synth-DIY without delay. With this book, you'll learn: The differences between analog and digital synthesizers Analog synthesizer building blocks, including VCOs, VCFs, VCAs, and LFOs How to tool up for synth-DIY, including electronic instruments and suggestions for home-made equipment Foundational circuits for amplification, biasing, and signal mixing How to work with the MFOS Noise Toaster kit Setting up a synth-DIY electronic music studio on a budget Fun, STEAM-based experiments and activities to do at home—all within a mason jar! Scientific learning doesn't have to stop when kids hop off the school bus. With The Mason Jar Scientist, you and your kids can have a blast together while learning about fascinating scientific topics! This book provides dozens of practical, hands-on experiments illustrating scientific principles—that can all be done within a mason jar. Each experiment also includes discussion questions and great ideas for STEAM-based extension activities. You and your child will learn about: Clouds Why the sky is blue Tornadoes The greenhouse effect Light refraction Sound vibrations The solar system Biomes And much more! All you need for each activity is a mason jar, some household ingredients, and a desire to learn! Packed with colorful photos, clear, information, and easy-to-follow instructions, The Mason Jar Scientist is the perfect book to get kids excited about science and to spend some quality time together.

For newly hired young engineers assigned to their first real 'project', there has been little to offer in the way of advice on 'where to begin', 'what to look out for and avoid', and 'how to get

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the job done right'. This book gives this advice from an author with long experience as senior engineer in government and industry (U.S. Army Corps of Engineers and Exxon-Mobil). Beginning with guidance on understanding the typical organizational structure of any type of technical firm or company, author Plummer incorporates numerous hands-on examples and provides help on getting started with a project team, understanding key roles, and avoiding common pitfalls. In addition, he offers unique help on first-time experiences of working in other countries with engineering cultures that can be considerably different from the US. Reviews essentials of management for any new engineer suddenly thrust into responsibility Emphasizes skills that can get you promoted—and pitfalls that can get you fired Expanded case study to show typical evolution of a new engineer handed responsibility for a major design project Millions of children and young people worldwide are using Scratch to make their own games and animations. Following on from the success of Scratch Programming in easy steps, Cool Scratch Projects in easy steps gives you great ideas to create computer games and other projects that'll impress your friends and family – and you'll have endless fun creating and playing them! The book provides step-by-step instructions for building projects that show off some of the cool things you can do with Scratch. It starts with two simple projects to get you started. Find out how to:

- Make a game with animated cartoon characters
- Build a drum machine and make random music
- Use anaglyph glasses for 3D effects and 3D Art
- Design amazing mazes in a 3D environment
- Create your own stop motion films
- Use the ScratchJr app to create games and interactive stories anywhere using your iPad or Android tablet

Cool Scratch Projects in easy steps has projects for Scratch 2.0 on a PC/Mac and Scratch 1.4 on the Raspberry Pi, and includes a Raspberry Pi Camera Module project. Each project includes

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suggestions for customizing it, so you can make it your own! Table of Contents: Magic Mirror Gribbet! Drum Machine 12 Angry Aliens 3D Artist Space Mine 3D Maze Maker and Circuit Breaker 3D Maze Explorer 3D Maze Explorer: Finishing touches Sprites, Cameras, Action! Super Wheelie in ScratchJr Five shorties

Packed full of real circuits to build and test, Hands-On Electronics is a unique introduction to analog and digital electronics theory and practice. Ideal both as a college textbook and for self-study, the friendly style, clear illustrations and construction details included in the book encourage rapid and effective learning of analog and digital circuit design theory. All the major topics for a typical one semester course are covered including RC circuits, diodes, transistors, op-amps, oscillators, TTL logic, counters, D/A converters and more. There are also chapters explaining how to use the equipment needed for the examples (oscilloscope, multimeter and breadboard) together with pin-out diagrams and manufacturers' specifications for all the key components referred to in the book.

From Douglas Adams, the legendary author of one of the most beloved science fiction novels of all time, *The Hitchhiker's Guide to the Galaxy*, comes a wildly inventive novel—in trade paperback for the first time—of ghosts, time travel, and one detective's mission to save humanity from extinction. **DIRK GENTLY'S HOLISTIC DETECTIVE AGENCY** We solve the whole crime We find the whole person Phone today for the whole solution to your problem (Missing cats and messy divorces a specialty) Douglas Adams, the “master of wacky words and even wackier tales” (*Entertainment Weekly*) once again boggles the mind with a completely unbelievable story of ghosts, time travel, eccentric computer geniuses, Samuel Taylor Coleridge, the end of the world, and—of course—missing cats.

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The application of electricity for the theatre or a concert stage is not the same as for a residence or commercial building. Electricity for the Entertainment Electrician & Technician provides you with the fundamentals of theory of electricity as well as the latest guidelines and tips for how to stay safe, current and meet the needs of the entertainment industry. Written by an ETCP (Entertainment Technician Certification Program) trainer this reference supports practicing technicians and provides new technicians the assistance needed for a successful career in the entertainment industry. \* The only reference on electricity for the entertainment industry professional! \* Written by an ETCP (Entertainment Technician Certification Program) trainer and seasoned professional \* Free additional practice problems and animations at [www.electricityentertainmenttech.com](http://www.electricityentertainmenttech.com)

"This is teaching at its best!" --Hans Camenzind, inventor of the 555 timer (the world's most successful integrated circuit), and author of *Much Ado About Almost Nothing: Man's Encounter with the Electron* (Booklocker.com) "A fabulous book: well written, well paced, fun, and informative. I also love the sense of humor. It's very good at disarming the fear. And it's gorgeous. I'll be recommending this book highly." --Tom Igoe, author of *Physical Computing and Making Things Talk* A "magnificent and rewarding book. ... Every step of this structured instruction is expertly illustrated with photos and crisp diagrams. . . . This really is the best way to learn." --Kevin Kelly, in *Cool Tools* The first edition of *Make: Electronics* established a new benchmark for introductory texts. This second edition enhances that learning experience. Here you will find unique, photographically precise diagrams of breadboarded components, to help you build circuits with speed and precision. A new shopping guide and a simplified range of components, will minimize your investment in parts for the projects. A completely new section

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on the Arduino shows you how to write properly structured programs instead of just downloading other people's code. Projects have been reworked to provide additional features, and the book has been restructured to offer a step-by-step learning process that is as clear and visually pleasing on handheld devices as it is on paper. Full color is used throughout. As before, *Make: Electronics* begins with the basics. You'll see for yourself how components work--and what happens when they don't. You'll short out a battery and overheat an LED. You'll also open up a potentiometer and a relay to see what's inside. No other book gives you such an opportunity to learn from real-life experiences. Ultimately, you will build gadgets that have lasting value, and you'll have a complete understanding of how they work. From capacitors to transistors to microcontrollers--it's all here. Hans Camenzind, inventor of the 555 Timer (the world's most successful integrated circuit chip), said that "This is teaching at its best!" when he reviewed the first edition. Now the second edition offers even more! This is the simplest, quickest, least technical, most affordable introduction to basic electronics. No tools are necessary--not even a screwdriver. *Easy Electronics* should satisfy anyone who has felt frustrated by entry-level books that are not as clear and simple as they are supposed to be. Brilliantly clear graphics will take you step by step through 12 basic projects, none of which should take more than half an hour. Using alligator clips to connect components, you see and hear immediate results. The hands-on approach is fun and intriguing, especially for family members exploring the projects together. The 12 experiments will introduce you to switches, resistors, capacitors, transistors, phototransistors, LEDs, audio transducers, and a silicon chip. You'll even learn how to read schematics by comparing them with the circuits that you build. No prior knowledge is required, and no math is involved. You learn by seeing,

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hearing, and touching. By the end of Experiment 12, you may be eager to move on to a more detailed book. *Easy Electronics* will function perfectly as a prequel to the same author's bestseller, *Make: Electronics*. All the components listed in the book are inexpensive and readily available from online sellers. A very affordable kit has been developed in conjunction with the book to eliminate the chore of shopping for separate parts. A QR code inside the book will take you to the vendor's web site. Concepts include: Transistor as a switch or an amplifier Phototransistor to function as an alarm Capacitor to store and release electricity Transducer to create sounds from a timer Resistor codes A miniature light bulb to display voltage The inner workings of a switch Using batteries and resistors in series and parallel Creating sounds by the pressure of your finger Making a matchbox that beeps when you touch it And more. Grab your copy and start experimenting!

Arduino is an open source electronics prototyping platform for building a multitude of smart devices and gadgets. Developers can benefit from using Arduino in their projects because of the ease of coding, allowing you to build cool and amazing devices supported by numerous hardware resources such as shields in no time at all. Whether you're a seasoned developer or brand new to Arduino, this book will provide you with the knowledge and skill to build amazing smart electronic devices and gadgets. First, you will learn how to build a sound effects generator using recorded audio-wave files you've made or obtained from the Internet. Next, you will build DC motor controllers operated by a web page, a slide switch, or a touch sensor. Finally, the book will explain how to build an electronic operating status display for an FM radio circuit using Arduino.

Annotation Proceedings of the International Conference on Materials for Advanced

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Technologies (ICMAT), Symposium F: Electromagnetic Materials, held in Singapore from December 7-12, 2003.

"This is teaching at its best!" --Hans Camenzind, inventor of the 555 timer (the world's most successful integrated circuit), and author of *Much Ado About Almost Nothing: Man's Encounter with the Electron* (Booklocker.com) "A fabulous book: well written, well paced, fun, and informative. I also love the sense of humor. It's very good at disarming the fear. And it's gorgeous. I'll be recommending this book highly." --Tom Igoe, author of *Physical Computing and Making Things Talk*

Want to learn the fundamentals of electronics in a fun, hands-on way? With *Make: Electronics*, you'll start working on real projects as soon as you crack open the book. Explore all of the key components and essential principles through a series of fascinating experiments. You'll build the circuits first, then learn the theory behind them! Build working devices, from simple to complex You'll start with the basics and then move on to more complicated projects. Go from switching circuits to integrated circuits, and from simple alarms to programmable microcontrollers. Step-by-step instructions and more than 500 full-color photographs and illustrations will help you use -- and understand -- electronics concepts and techniques. Discover by breaking things: experiment with components and learn from failure Set up a tricked-out project space: make a work area at home, equipped with the tools and parts you'll need Learn about key electronic components and their functions within a circuit Create an intrusion alarm, holiday lights, wearable electronic jewelry, audio processors, a reflex tester, and a combination lock Build an autonomous robot cart that can sense its environment and avoid obstacles Get clear, easy-to-understand explanations of what you're doing and why

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Making education and career connections.

Describes how electrical energy is generated in power stations and how it travels through pylons, power cables, and wires into people's homes. Includes activity.

Why do the lights in a house turn on when you flip a switch? How does a remote-controlled car move? And what makes lights on TVs and microwaves blink? The technology around you may seem like magic, but most of it wouldn't run without electricity. Electronics for Kids demystifies electricity with a collection of awesome hands-on projects. In Part 1, you'll learn how current, voltage, and circuits work by making a battery out of a lemon, turning a metal bolt into an electromagnet, and transforming a paper cup and some magnets into a spinning motor. In Part 2, you'll make even more cool stuff as you: –Solder a blinking LED circuit with resistors, capacitors, and relays –Turn a circuit into a touch sensor using your finger as a resistor –Build an alarm clock triggered by the sunrise –Create a musical instrument that makes sci-fi sounds Then, in Part 3, you'll learn about digital electronics—things like logic gates and memory circuits—as you make a secret code checker and an electronic coin flipper. Finally, you'll use everything you've learned to make the LED Reaction Game—test your reaction time as you try to catch a blinking light! With its clear explanations and assortment of hands-on projects, Electronics for Kids will have you building your own circuits in no time.

An all-in-one resource on everything electronics-related! For almost 30 years, this book

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has been a classic text forelectronics enthusiasts. Now completely updated for today'stechnology, this latest version combines concepts, self-tests, andhands-on projects to offer you a completely repackaged and revisedresource. This unique self-teaching guide featureseasy-to-understand explanations that are presented in auser-friendly format to help you learn the essentials you need towork with electronic circuits. All you need is a general understanding of electronics conceptssuch as Ohm's law and current flow, and an acquaintance withfirst-year algebra. The question-and-answer format, illustrativeexperiments, and self-tests at the end of each chapter make it easyfor you to learn at your own speed. Boasts a companion website that includes more than twentyfull-color, step-by-step projects Shares hands-on practice opportunities and conceptualbackground information to enhance your learning process Targets electronics enthusiasts who already have a basicknowledge of electronics but are interested in learning more aboutthis fascinating topic on their own Features projects that work with the multimeter, breadboard,function generator, oscilloscope, bandpass filter, transistoramplifier, oscillator, rectifier, and more You're sure to get a charge out of the vast coverage included inComplete Electronics Self-Teaching Guide with Projects!

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