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Surreptitious Software More Joel on Software Domain-driven Design Effective Prototyping for Software Makers Guide to the Software Engineering Body of Knowledge (Swebok(r)) Leadership Patterns for Software and Technology Professionals Design for Software Linux Basics for Hackers Measurement for Software Control and Assurance Effective Methods for Software Testing, CafeScribe Requirements Engineering: Foundation for Software Quality New Opportunities for Software Reuse Security for Software Engineers Notations for Software Design Mining Software Engineering Data for Software Reuse Formal Methods for Software Architectures Rigorous Methods for Software Construction and Analysis Categories for Software Engineering Visual Models for Software Requirements Configuring Internal Controls for Software as a Service Software for Artists Book Requirements Engineering: Foundation for Software Quality Total Quality Management for Software Software Engineering Qualitative Research Design for Software Users 12 Essential Skills for Software Architects Lean Software Development Tools and Techniques for Software Development in Large Organizations: Emerging Research and Opportunities Software Engineering at Google Risk Management Processes for Software Engineering Models Fundamentals of Software Architecture Accounting for Software Costs Python for Software Design Database Support for Software Engineering A Workbook for Software Entrepreneurs Science and Engineering for Software Development Work Motivators for Software Engineers Applied Statistics for Software Managers Cost Estimation for Software Development Proceedings of the ACM SIGPLAN--SIGSOFT Workshop on Program Analysis for Software Tools and Engineering

This book constitutes the refereed proceedings of the 17th International Conference on Software Reuse, ICSR 2018, held in Madrid, Spain, in May 2018. The 9 revised full papers and 2 short papers presented were carefully reviewed and selected from 29 submissions. The papers are organized in the following topical sections: variability management; hierarchies and reuse measures; dependencies and traceability; and software product lines, features and reuse of code rewriters.

Security for Software Engineers is designed to introduce security concepts to undergraduate software engineering students. The book is divided into four units, each targeting activities that a software engineer will likely be involved in within industry. The book explores the key areas of attack vectors, code hardening, privacy, and social engineering. Each topic is explored from a theoretical and a practical-application standpoint. Features: Targets software engineering students - one of the only security texts to target this audience. Focuses on the white-hat side of the security equation rather than the black-hat side. Includes many practical and real-world examples that easily translate into the workplace. Covers a one-semester undergraduate course. Describes all aspects of computer security as it pertains to the job of a software engineer and presents problems similar to that which an engineer will encounter in the industry. This text will equip students to make knowledgeable security decisions, be productive members of a security review team, and write code that protects a user's information assets. This book taps into an inherent paradox: with the ease of reliance on external, cloud providers to provide robust functionality and regular enhancements comes, as their very own audited service organization control (SOC) reports are quick to point out, the need for client organizations to devise and sustain a system of effective internal controls. By addressing the practitioner in the field, it provides tangible, cost effective and thus pragmatic means to mitigate key risks whilst leveraging built-in cloud capabilities and overarching principles of effective system design. Joel, Apress, Blogs, and Blooks ...I was learning the hard way about how to be a publisher and probably spending way too much time looking at web sites and programming than I should have in response to that. Anyway, one day I came across this web site called , which was run by a guy with strong opinions and an unusual, clever writing style, along with a willingness to take on the conventional wisdom. In particular, he was writing this ongoing series about how bad most user interfaces were—mostly because programmers by and large knew, as Joel and I would say, using the same Yiddish–derived NYC vernacular that we both share, "bupkis" about what users really want. And I, like many, was hooked both by the series and the occasional random essay that Joel wrote. And then I had this epiphany: I'm a publisher, I like reading his stuff, why not turn it into a book?... Read the complete Foreword — Gary Cornell, Cofounder, Apress Since the release of the bestselling title Joel on Software in 2004, requests for a sequel have been relentless. So, we went back to the famed JoelonSoftware.com archives and pulled out a new batch of favorites, many of which have been downloaded over one million times. With Joel's newest book, More Joel on Software, you'll get an even better (not to mention updated) feast of Joel's opinions and impressions on software development, software design, running a software business, and so much more. This is a new selection of essays from the author's web site,

http://www.joelonsoftware.com. Joel Spolsky started his weblog in March 2000 in order to offer his insights, based on years of experience, on how to improve the world of programming. This weblog has become infamous among the programming world, and is linked to more than 600 other web sites and translated into 30+ languages! Spolsky's extraordinary writing skills, technical knowledge, and caustic wit have made him a programming guru. With the success of Joel on Software, there has been a strong demand for additional gems and advice, and this book is the answer to those requests. Containing a collection of all–new articles from the original, More Joel on Software has even more of an edge than the original, and the tips for running a business or managing people have far broader application than the software industry. We feel it is safe to say that this is the most useful book you will buy this year. A unique resource to help software developers create a desirable user experience Today, top-flight software must feature a desirable user experience. This one-of-a-kind book creates a design process specifically for software, making it easy for developers who lack design background to create that compelling user experience. Appealing to both tech-savvy designers and creative-minded technologists, it establishes a hybrid discipline that will produce first-rate software. Illustrated in full color, it shows how to plan and visualize the design to create software that works on every level. Today's software demands attention to the quality of the user experience; this book guides you through a practical design process to achieve that goal Approaches the mechanics of design with a process inspired by art and science Avoids the abstract and moves step by step through techniques you can put to use immediately Covers planning your design, tested methods, how to visualize like a designer, psychology of design, and how to create software that developers will appreciate Explores such elements as choosing the right typeface and managing interactivity Design for Software: A Playbook for Developers brings the art of good design together with the science of software development to create programs with pizazz. Apply best practices for capturing, analyzing, and implementing software requirements through visual models—and deliver better results for your business. The authors—experts in eliciting and visualizing requirements—walk you through a simple but comprehensive language of visual models that has been used on hundreds of real-world, large-scale projects. Build your fluency with core concepts—and gain essential, scenario-based context and implementation advice—as you progress through each chapter. Transcend the limitations of text-based requirements data using visual models that more rigorously identify, capture, and validate requirements Get real-world guidance on best ways to use visual models—how and when, and ways to combine them for best project outcomes Practice the book’s concepts as you work through chapters Change your focus from writing a good requirement to ensuring a complete system "Domain-Driven

Design" incorporates numerous examples in Java-case studies taken from actual projects that illustrate the application of domain-driven design to real-world software development. Master the Crucial Non -Technical Skills Every Software Architect Needs! Thousands of software professionals have the necessary technical qualifications to become architects, but far fewer have the crucial non-technical skills needed to get hired and succeed in this role. In today's agile environments, these "soft" skills have grown even more crucial to success as an architect. For many developers, however, these skills don't come naturally-and they're rarely addressed in formal training. Now, long-time software architect Dave Hendricksen helps you fill this gap, supercharge your organisational impact, and quickly move to the next level in your career. In 12 Essential Skills for Software Architects, Hendricksen begins by pinpointing the specific relationship, personal, and business skills that successful architects rely upon. Next, he presents proven methods for systematically developing and sharpening every one of these skills, from negotiation and leadership to pragmatism and vision. From start to finish, this book's practical insights can help you get the architect position you want-and thrive once you have it! The soft skills you need... ...and a coherent framework and practical methodology for mastering them! Relationship skills Leadership, politics, gracious behavior, communication, negotiation Personal skills Context switching, transparency, passion Business skills Pragmatism, vision, business knowledge, innovation This monograph discusses software reuse and how it can be applied at different stages of the software development process, on different types of data and at different levels of granularity. Several challenging hypotheses are analyzed and confronted using novel data-driven methodologies, in order to solve problems in requirements elicitation and specification extraction, software design and implementation, as well as software quality assurance. The book is accompanied by a number of tools, libraries and working prototypes in order to practically illustrate how the phases of the software engineering life cycle can benefit from unlocking the potential of data. Software engineering researchers, experts, and practitioners can benefit from the various methodologies presented and can better understand how knowledge extracted from software data residing in various repositories can be combined and used to enable effective decision making and save considerable time and effort through software reuse. Mining Software Engineering Data for Software Reuse can also prove handy for graduate-level students in software engineering. Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture’s many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture,

evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture Notations for Software Design aims to explain formal specification and design to practitioners in software development, and to set out the ingredients of a sound software design process. It examines COLD-1, which is currently being implemented by Philips in many of its business centres. The fact that it is a wide-spectrum language which supports many styles of specification makes it an excellent basis for the volume. It also examines some widely-used informal techniques, such as Venn diagrams and Petri nets, thus creating a strong link between current and future practice. Rather than proposing new pictorial notations the authors place existing ones into a coherent framework, and explain practical ways of exploiting them in conjunction with COLD-1. In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)). "This book gives thorough, scholarly coverage of an area of growing importance in computer security and is a 'must have' for every researcher, student, and practicing professional in software protection." —Mikhail Atallah, Distinguished Professor of Computer Science at Purdue University Theory, Techniques, and Tools for Fighting Software Piracy, Tampering, and Malicious Reverse Engineering The last decade has seen significant progress in the development of techniques for resisting software piracy and tampering. These techniques are indispensable for software developers seeking to protect vital intellectual property. Surreptitious Software is

the first authoritative, comprehensive resource for researchers, developers, and students who want to understand these approaches, the level of security they afford, and the performance penalty they incur. Christian Collberg and Jasvir Nagra bring together techniques drawn from related areas of computer science, including cryptography, steganography, watermarking, software metrics, reverse engineering, and compiler optimization. Using extensive sample code, they show readers how to implement protection schemes ranging from code obfuscation and software fingerprinting to tamperproofing and birthmarking, and discuss the theoretical and practical limitations of these techniques. Coverage includes Mastering techniques that both attackers and defenders use to analyze programs Using code obfuscation to make software harder to analyze and understand Fingerprinting software to identify its author and to trace software pirates Tamperproofing software using guards that detect and respond to illegal modifications of code and data Strengthening content protection through dynamic watermarking and dynamic obfuscation Detecting code theft via software similarity analysis and birthmarking algorithms Using hardware techniques to defend software and media against piracy and tampering Detecting software tampering in distributed system Understanding the theoretical limits of code obfuscation Written by the founder and executive director of the Quality Assurance Institute, which sponsors the most widely accepted certification program for software testing Software testing is a weak spot for most developers, and many have no system in place to find and correct defects quickly and efficiently This comprehensive resource provides step-by-step guidelines, checklists, and templates for each testing activity, as well as a self-assessment that helps readers identify the sections of the book that respond to their individual needs Covers the latest regulatory developments affecting software testing, including Sarbanes-Oxley Section 404, and provides guidelines for agile testing and testing for security, internal controls, and data warehouses CD-ROM with all checklists and templates saves testers countless hours of developing their own test documentation Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Effective Prototyping for Software Makers is a practical, informative resource that will help anyone—whether or not one has artistic talent, access to special tools, or programming ability—to use good prototyping style, methods, and tools to build prototypes and manage for effective prototyping. This book features a prototyping process with guidelines, templates, and worksheets; overviews and step-by-step guides for nine common prototyping techniques; an introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; templates and other resources used in the book available on the Web for reuse; clearly-explained concepts and guidelines; and full-color illustrations and examples from a wide variety of prototyping processes, methods, and tools. This

book is an ideal resource for usability professionals and interaction designers; software developers, web application designers, web designers, information architects, information and industrial designers. * A prototyping process with guidelines, templates, and worksheets; * Overviews and step-by-step guides for 9 common prototyping techniques; * An introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; * Templates and other resources used in the book available on the Web for reuse; * Clearly-explained concepts and guidelines; * Full-color illustrations, and examples from a wide variety of prototyping processes, methods, and tools. * www.mkp.com/prototyping In the past ten years or so, software architecture has emerged as a central notion in the development of complex software systems. Software architecture is now accepted in the software engineering research and development community as a manageable and meaningful abstraction of the system under development and is applied throughout the software development life cycle, from requirements analysis and validation, to design and down to code and execution level. This book presents the tutorial lectures given by leading authorities at the Third International School on Formal Methods for the Design of Computer, Communication and Software Systems, SFM 2003, held in Bertinoro, Italy, in September 2003. The book is ideally suited for advanced courses on software architecture as well as for ongoing education of software engineers using formal methods in their day-to-day professional work. This Festschrift volume, published in honor of Egon Börger, contains 14 papers from a Dagstuhl Seminar, which was organized as a "Festkolloquium" on the occasion of his 60th birthday in May 2006. Focusing on applied formal methods, the volume covers a wide range of applied research, spanning from theoretical and methodological foundations to practical applications of Abstract State Machines, B, and beyond, emphasizing universal methods and tools that, regardless of their applicational orientation, are still committed to the ideal of mathematical rigor. In particular, the papers address the following central topics: methodological foundations of requirements specification and verification, characterization of specification languages and their logical foundations, advanced tool environments and systematic integration of tools, machine assisted validation and verification, distributed algorithms and concurrent protocols, novel applications in public safety, security and privacy, industrial case studies and experience reports, and the role of formal methods in computer science education. As a CIO, consultant, agile/scrum professor, and software and systems development expert, Matt McBride understands the frustration of today's technologists as they struggle to advance their careers and integrate the creative power they possess to deliver consistent business results. The sad truth is that the industry frequently delivers projects that fail to meet expectations, damaging careers in the process. There is no technical silver bullet

that will allow the industry to achieve breakthrough results. What's needed is an entirely new approach. Leadership Patterns for Software and Technology Professionals uses patterns to simply state the problem and succinctly identify the outline of a solution. These leadership patterns are the basic building blocks for both successful software products and interactions with everyone affected by the project. They provide insights that will help you leverage leadership, influence, and relational skills to deliver impressive results. In short, this seminal work will help you advance your career and put you at the leading edge of the next big advance in the software and technology industry. Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept. Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world’s leading practitioners construct and maintain software. This book covers Google’s unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You’ll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions How can we co-opt digital tools to build a more beautiful future? In the spring of 2020-amidst a global pandemic, economic depression, and transformational movement for racial equity-we talked to artists and activists about tech's potential to help reinvent our shared realities. Published by Pioneer Works Press in collaboration with The Creative Independent and Are.na, Software for Artists Book: Building Better Realities is edited by Willa Köerner, and features contributions from Salome Asega, Stephanie Dinkins, Grayson Earle, ann haeyoung, Rindon Johnson, Ryan Kuo, and Tsige Tafesse-plus 47 Digital Diary entries from our community. A free PDF version of the book will be released on the occasion of Software for Artists Day 6, happening on July 18 & 19, 2020. This practical, tutorial-style book uses the Kali Linux distribution to teach Linux basics with a focus on how hackers would use them.

Topics include Linux command line basics, filesystems, networking, BASH basics, package management, logging, and the Linux kernel and drivers. If you're getting started along the exciting path of hacking, cybersecurity, and pentesting, Linux Basics for Hackers is an excellent first step. Using Kali Linux, an advanced penetration testing distribution of Linux, you'll learn the basics of using the Linux operating system and acquire the tools and techniques you'll need to take control of a Linux environment. First, you'll learn how to install Kali on a virtual machine and get an introduction to basic Linux concepts. Next, you'll tackle broader Linux topics like manipulating text, controlling file and directory permissions, and managing user environment variables. You'll then focus in on foundational hacking concepts like security and anonymity and learn scripting skills with bash and Python. Practical tutorials and exercises throughout will reinforce and test your skills as you learn how to: - Cover your tracks by changing your network information and manipulating the rsyslog logging utility - Write a tool to scan for network connections, and connect and listen to wireless networks - Keep your internet activity stealthy using Tor, proxy servers, VPNs, and encrypted email - Write a bash script to scan open ports for potential targets - Use and abuse services like MySQL, Apache web server, and OpenSSH - Build your own hacking tools, such as a remote video spy camera and a password cracker Hacking is complex, and there is no single way in. Why not start at the beginning with Linux Basics for Hackers? This book constitutes the proceedings of the 27th International Working Conference on Requirements Engineering - Foundation for Software Quality, REFSQ 2021, which was due to be held in Essen, Germany, in April 2021. Due to the COVID-19 pandemic the conference was held virtually in April 2021. The special focus of this year`s REFSQ 2021 conference are contributions emphasizing the importance of human values, such as privacy and fairness, when designing software-intensive systems as well as the challenges that intelligent and autonomous systems pose due to the tight interplay with humans. Software Engineering: Architecture-driven Software Development is the first comprehensive guide to the underlying skills embodied in the IEEE's Software Engineering Body of Knowledge (SWEBOK) standard. Standards expert Richard Schmidt explains the traditional software engineering practices recognized for developing projects for government or corporate systems. Software engineering education often lacks standardization, with many institutions focusing on implementation rather than design as it impacts product architecture. Many graduates join the workforce with incomplete skills, leading to software projects that either fail outright or run woefully over budget and behind schedule. Additionally, software engineers need to understand system engineering and architecture—the hardware and peripherals their programs will run on. This issue will only grow in importance as more programs leverage parallel computing, requiring an understanding of the parallel

capabilities of processors and hardware. This book gives both software developers and system engineers key insights into how their skillsets support and complement each other. With a focus on these key knowledge areas, Software Engineering offers a set of best practices that can be applied to any industry or domain involved in developing software products. A thorough, integrated compilation on the engineering of software products, addressing the majority of the standard knowledge areas and topics Offers best practices focused on those key skills common to many industries and domains that develop software Learn how software engineering relates to systems engineering for better communication with other engineering professionals within a project environment This book constitutes the refereed proceedings of the 17th International Working Conference on Requirements Engineering: Foundation for Software Quality, REFSQ 2011, held in Essen, Germany, in March 2011. The 10 revised full papers and the 9 short papers presented were carefully reviewed and selected from 59 submissions. The papers are organized in seven topical sections on security and sustainability; process improvement and requirements in context; elicitation; models; services; embedded and real-time systems; and prioritization and traceability. Contains five papers and an invited talk from a May 1999 colloquium acknowledging the contributions of Dr. Harlan Mills to the theory and practice of software engineering and widespread applications to the emerging challenges in software engineering. Subjects include coupling and strength, developin" The development of software has expanded substantially in recent years. As these technologies continue to advance, well-known organizations have begun implementing these programs into the ways they conduct business. These large companies play a vital role in the economic environment, so understanding the software that they utilize is pertinent in many aspects. Researching and analyzing the tools that these corporations use will assist in the practice of software engineering and give other organizations an outline of how to successfully implement their own computational methods. Tools and Techniques for Software Development in Large Organizations: Emerging Research and Opportunities is an essential reference source that discusses advanced software methods that prominent companies have adopted to develop high quality products. This book will examine the various devices that organizations such as Google, Cisco, and Facebook have implemented into their production and development processes. Featuring research on topics such as database management, quality assurance, and machine learning, this book is ideally designed for software engineers, data scientists, developers, programmers, professors, researchers, and students seeking coverage on the advancement of software devices in today’s major corporations. Demonstrates how category theory can be used for formal software development. The mathematical toolbox for the Software Engineering in the new age of complex interactive systems. Applied Statistics for Software

Managers is the first complete guide to using statistical techniques to solve specific software development and maintenance problems. You don't need a mathematical background; Katrina Maxwell presents an easy-to-follow methodology and detailed case studies that show you exactly how to assess productivity, time to market, development costs, maintenance cost drivers, and more. Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three–if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system. Compressing the value stream: rapid development, feedback, and improvement Empowering teams and individuals without compromising coordination Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"–even when your developers are scattered across multiple locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people–so you can achieve breakthrough quality, savings, speed, and business alignment. “Di Gregorio & Davidson provide an essential guide for qualitative researchers who wish to get to grips with the potential of software packages for handling qualitative data, research design and ethical and privacy issues ... The authors open up new ground … by integrating the discussion of qualitative data analysis software into the wider context of methodological practice. The authors' arguments and general approach are illustrated in an accessible and engaging manner through the use of detailed case studies of qualitative research using a range of software packages. A smooth read, crammed full of invaluable advice and 'best practice' guidelines and checklists…” Derek Layder, University of Leicester, UK This book is an essential guide for anyone using qualitative data analysis software (QDAS), particularly useful for those who want to go beyond a basic introduction to discover how to get the most out of software and how to identify the methodological issues they need to consider. The book is organized in three parts – the first part addresses the methodological issues that need to be addressed when designing qualitative

research using QDAS; the second part uses case studies to demonstrate the issues and the design framework introduced in the first part. These chapters are supported by numerous screenshots illustrating the software under discussion. The last part contains practical appendices to help readers apply the framework introduced to their own research. Di Gregorio and Davidson introduce: The notion of the E-Project or electronic project as a genre A framework for representing the research design of a project in any QDAS package Ethical considerations when working in QDAS A variety of contextual issues including national and organizational differences Eight real research projects of a variety of designs and using different QDAS (ATLAS.ti, MAXqda, NVIVO, and XSight) Separate checklists for ATLAS.ti, MAXqda, NVIVO, and XSight, providing practical help in applying the research design framework presented in the book Uniquely, the book examines issues related to both academic and non-academic uses of QDAS. Qualitative Research Design for Software Users is a useful reference for upper level students, academics and researchers across a range of disciplines. Companies that consistently produce high-quality software on schedule and within budget have an enormous advantage over their competitors. To achieve and maintain a high level of productivity, you need to know how to eliminate the factors that impede successful development -- a challenge this new reference addresses in depth.

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