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David Vandevoorde, Nicolai M. Josuttis

Data Structures and Algorithms with the C++ STL John Farrier, 2024-02-29 Explore the C++ STL with practical guidance on vectors, algorithms, and custom types for intermediate developers, enriched by real-world examples. Key Features Master the `std::vector` and understand why it should be your default container of choice Understand each STL algorithm and its practical applications Gain insights into advanced topics such as exception guarantees and thread safety Purchase of the print or Kindle book includes a free PDF eBook Book Description While the Standard Template Library (STL) offers a rich set of tools for data structures and algorithms, navigating its intricacies can be daunting for intermediate C++ developers without expert guidance. This book offers a thorough exploration of the STL's components, covering fundamental data structures, advanced algorithms, and concurrency features. Starting with an in-depth analysis of the `std::vector`, this book highlights its pivotal role in the STL, progressing toward building your proficiency in utilizing vectors, managing memory, and leveraging iterators. The book then advances to STL's data structures, including sequence containers, associative containers, and unordered containers, simplifying the concepts of container adaptors and views to enhance your knowledge of modern STL programming. Shifting the focus to STL algorithms, you'll get to grips with sorting, searching, and transformations and develop the skills to implement and modify algorithms with best practices. Advanced sections cover extending the STL with custom types and algorithms, as well as concurrency features, exception safety, and parallel algorithms. By the end of this book, you'll have transformed into a proficient STL practitioner ready to tackle real-world challenges and build efficient and scalable C++ applications. What you will learn Streamline data handling using the `std::vector` Master advanced usage of STL iterators Optimize memory in STL containers Implement custom STL allocators

Apply sorting and searching with STL algorithms Craft STL-compatible custom types Manage concurrency and ensure thread safety in STL Harness the power of parallel algorithms in STL Who this book is for This book is for intermediate-level C++ developers looking to enhance their software development skills. Familiarity with basic C++ syntax and object-oriented programming (OOP) as well as some exposure to data structures and algorithms is assumed. Tailored to software engineers, computer science students, and hobbyist programmers, this book delves into C++ STL for practical application, performance enhancement, and efficient coding practices.

Financial Instrument Pricing Using C++ Daniel J.

Duffy, 2018-09-05 An integrated guide to C++ and computational finance This complete guide to C++ and computational finance is a follow-up and major extension to Daniel J. Duffy's 2004 edition of *Financial Instrument Pricing Using C++*. Both C++ and computational finance have evolved and changed dramatically in the last ten years and this book documents these improvements. Duffy focuses on these developments and the advantages for the quant developer by: Delving into a detailed account of the new C++11 standard and its applicability to computational finance. Using de-facto standard libraries, such as Boost and Eigen to improve developer productivity. Developing multiparadigm software using the object-oriented, generic, and functional programming styles. Designing flexible numerical algorithms: modern numerical methods and multiparadigm design patterns. Providing a detailed explanation of the Finite Difference Methods through six chapters, including new developments such as ADE, Method of Lines (MOL), and Uncertain Volatility Models. Developing applications, from financial model to algorithmic design and code, through a coherent approach. Generating interoperability with Excel add-ins, C#, and C++/CLI. Using random number generation in C++11 and Monte Carlo simulation. Duffy adopted a spiral model approach while writing

each chapter of Financial Instrument Pricing Using C++ 2e: analyse a little, design a little, and code a little. Each cycle ends with a working prototype in C++ and shows how a given algorithm or numerical method works. Additionally, each chapter contains non-trivial exercises and projects that discuss improvements and extensions to the material. This book is for designers and application developers in computational finance, and assumes the reader has some fundamental experience of C++ and derivatives pricing.

HOW TO RECEIVE THE SOURCE CODE Once you have purchased a copy of the book please send an email to the author dduffy@datasim.nl requesting your personal and non-transferable copy of the source code. Proof of purchase is needed. The subject of the mail should be "C++ Book Source Code Request". You will receive a reply with a zip file attachment.

Learning Boost C++ Libraries Arindam

Mukherjee, 2015-07-31 Filled with dozens of working code examples that illustrate the use of over 40 popular Boost libraries, this book takes you on a tour of Boost, helping you to independently build the libraries from source and use them in your own code. The first half of the book focuses on basic programming interfaces including generic containers and algorithms, strings, resource management, exception safety, and a miscellany of programming utilities that make everyday programming chores easy. Following a short interlude that introduces template metaprogramming and functional programming, the later chapters are devoted to systems programming interfaces, focusing on directory handling, I/O, concurrency, and network programming

Sams Teach Yourself C++ in One Hour a Day Siddhartha

Rao, 2022-01-19 Learn C++ programming at your own pace—Covers modern C++ 20 Starting with one hour a day, you can gain all the skills you need to begin programming in C++. This complete tutorial will help you quickly master the basics of

object-oriented programming and teach you advanced C++ language features and concepts. Fully updated for the C++20 standard, this practical book is designed to help you write C++ code that's faster, simpler, and more reliable and master the fundamentals of C++ and object-oriented programming. No programming experience required: start writing well-organized, efficient C++ programs quickly! Apply proven Do's and Don'ts to leverage best practices and avoid pitfalls from day one Test your knowledge and expertise with focused exercises after every lesson Simplify your code using automatic type deduction and other features Accelerate learning using nearly 300 code samples explained within Preview improvements expected in C++23

Lessons Part I - The Basics: Using Variables, Declaring Constants; Arrays and Strings; Expressions, Statements, and Operators; Controlling Program Flow; Functions; Pointers and References

Part II - Fundamentals of Object-Oriented C++ Programming: Classes and Objects; Implementing Inheritance; Polymorphism; Operator Types and Operator Overloading; Casting Operators; Macros and Templates

PART III - Learning the Standard Template Library (STL): The STL String Class; STL Dynamic Array Classes; STL list and forward_list; STL set and multiset; STL map and multimap

PART IV: Lambda Expressions and STL Algorithms: Function Objects; Lambda Expressions; STL Algorithms; Adaptive Containers: Stack and Queue; Bit Flags

PART V: Advanced C++ Concepts: Smart Pointers; Streams; Exception Handling; C++20 Concepts, Ranges, Views, and Adaptors; C++20 Threads; C++20 and C++23 Modules

Appendixes: Working with Numbers; C++ Keywords; Writing Great C++ Code; ASCII Codes

C++ Templates David Vandevor, Nicolai M.

Josuttis, 2002-11-12 Templates are among the most powerful features of C++, but they are too often neglected, misunderstood, and misused. C++ Templates: The Complete Guide provides software architects and engineers with a clear understanding of why, when, and how to use templates to build and maintain

cleaner, faster, and smarter software more efficiently. C++ Templates begins with an insightful tutorial on basic concepts and language features. The remainder of the book serves as a comprehensive reference, focusing first on language details, then on a wide range of coding techniques, and finally on advanced applications for templates. Examples used throughout the book illustrate abstract concepts and demonstrate best practices. Readers learn The exact behaviors of templates How to avoid the pitfalls associated with templates Idioms and techniques, from the basic to the previously undocumented How to reuse source code without threatening performance or safety How to increase the efficiency of C++ programs How to produce more flexible and maintainable software This practical guide shows programmers how to exploit the full power of the template features in C++. The companion Web site at <http://www.josuttis.com/tmplbook/> contains sample code and additional updates.

Introduction to Programming with C++ for Engineers

Boguslaw Cyganek, 2020-12-01 A complete textbook and reference for engineers to learn the fundamentals of computer programming with modern C++ Introduction to Programming with C++ for Engineers is an original presentation teaching the fundamentals of computer programming and modern C++ to engineers and engineering students. Professor Cyganek, a highly regarded expert in his field, walks users through basics of data structures and algorithms with the help of a core subset of C++ and the Standard Library, progressing to the object-oriented domain and advanced C++ features, computer arithmetic, memory management and essentials of parallel programming, showing with real world examples how to complete tasks. He also guides users through the software development process, good programming practices, not shunning from explaining low-level features and the programming tools. Being a textbook, with the summarizing tables and diagrams the book becomes a highly useful reference for C++ programmers at all levels. Introduction

to Programming with C++ for Engineers teaches how to program by: Guiding users from simple techniques with modern C++ and the Standard Library, to more advanced object-oriented design methods and language features Providing meaningful examples that facilitate understanding of the programming techniques and the C++ language constructions Fostering good programming practices which create better professional programmers Minimizing text descriptions, opting instead for comprehensive figures, tables, diagrams, and other explanatory material Granting access to a complementary website that contains example code and useful links to resources that further improve the reader's coding ability Including test and exam question for the reader's review at the end of each chapter Engineering students, students of other sciences who rely on computer programming, and professionals in various fields will find this book invaluable when learning to program with C++.

Modern C++ Programming Cookbook Marius

Bancila,2017-05-15 Over 100 recipes to help you overcome your difficulties with C++ programming and gain a deeper understanding of the working of modern C++ About This Book Explore the most important language and library features of C++17, including containers, algorithms, regular expressions, threads, and more, Get going with unit testing frameworks Boost.Test, Google Test and Catch, Extend your C++ knowledge and take your development skills to new heights by making your applications fast, robust, and scalable. Who This Book Is For If you want to overcome difficult phases of development with C++ and leverage its features using modern programming practices, then this book is for you. The book is designed for both experienced C++ programmers as well as people with strong knowledge of OOP concepts. What You Will Learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work

for daily basic tasks Leverage C++'s features to get increased robustness and performance Explore the widely-used testing frameworks for C++ and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers, algorithms, and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including `string_view`, `any`, optional and variant types In Detail C++ is one of the most widely used programming languages. Fast, efficient, and flexible, it is used to solve many problems. The latest versions of C++ have seen programmers change the way they code, giving up on the old-fashioned C-style programming and adopting modern C++ instead. Beginning with the modern language features, each recipe addresses a specific problem, with a discussion that explains the solution and offers insight into how it works. You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software. You will learn about concepts such as concurrency, performance, meta-programming, lambda expressions, regular expressions, testing, and many more in the form of recipes. These recipes will ensure you can make your applications robust and fast. By the end of the book, you will understand the newer aspects of C++11/14/17 and will be able to overcome tasks that are time-consuming or would break your stride while developing. Style and approach This book follows a recipe-based approach, with examples that will empower you to implement the core programming language features and explore the newer aspects of C++.

Practical C++ Programming Steve Oualline, 2002-12-13 C++ is a powerful, highly flexible, and adaptable programming

language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The 2nd edition of Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this 2nd edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Practical C++ Programming thoroughly covers: C++ Syntax Coding standards and style Creation and use of object classes Templates Debugging and optimization Use of the C++ preprocessor File input/output Steve Oualline's clear, easy-going writing style and hands-on approach to learning make Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

Ivor Horton's Beginning Visual C++ 2008 Ivor

Horton, 2011-08-26 Proudly presenting the latest edition of one of the all-time bestselling books on the C++ language, successful author Ivor Horton repeats the formula that has made each previous edition so popular by teaching you both the standard C++ language and C++/CLI as well as Visual C++ 2008.

Thoroughly updated for the 2008 release, this book shows you how to build real-world applications using Visual C++ and guides you through the ins and outs of C++ development. With this book by your side, you are well on your way to becoming a successful C++ programmer.

Sams Teach Yourself C++ in One Hour a Day Siddhartha

Rao, 2012 Rev. ed. of: Sams teach yourself C++ in one hour a day / Jesse Liberty, Siddhartha Rao, Bradley Jones. 6th ed. c2009.

C++ Cookbook D. Ryan Stephens, Christopher

Diggins, Jonathan Turkanis, Jeff Cogswell, 2005-11-08 Despite its highly adaptable and flexible nature, C++ is also one of the more complex programming languages to learn. Once mastered, however, it can help you organize and process information with amazing efficiency and quickness. The C++ Cookbook will make your path to mastery much shorter. This practical, problem-solving guide is ideal if you're an engineer, programmer, or researcher writing an application for one of the legions of platforms on which C++ runs. The algorithms provided in C++ Cookbook will jump-start your development by giving you some basic building blocks that you don't have to develop on your own. Less a tutorial than a problem-solver, the book addresses many of the most common problems you're likely encounter--whether you've been programming in C++ for years or you're relatively new to the language. Here are just some of the time-consuming tasks this book contains practical solutions for: Reading the contents of a directory Creating a singleton class Date and time parsing/arithmetic String and text manipulation Working with files Parsing XML Using the standard containers Typical of O'Reilly's Cookbook series, C++ Cookbook is written in a straightforward format, featuring recipes that contain problem statements and code solutions, and apply not to hypothetical situations, but those that you're likely to encounter. A detailed explanation then follows each recipe in order to show you how and why the solution works. This question-solution-discussion format is a proven teaching method, as any fan of the Cookbook series can attest to. This book will move quickly to the top of your list of essential C++ references.

Expert C++ Vardan Grigoryan, Shunguang Wu, 2020-04-10 Design and architect real-world scalable C++ applications by exploring advanced techniques in low-level programming, object-oriented programming (OOP), the Standard Template Library (STL), metaprogramming, and concurrency Key FeaturesDesign

professional-grade, maintainable apps by learning advanced concepts such as functional programming, templates, and networking. Apply design patterns and best practices to solve real-world problems. Improve the performance of your projects by designing concurrent data structures and algorithms.

Book Description C++ has evolved over the years and the latest release - C++20 - is now available. Since C++11, C++ has been constantly enhancing the language feature set. With the new version, you'll explore an array of features such as concepts, modules, ranges, and coroutines. This book will be your guide to learning the intricacies of the language, techniques, C++ tools, and the new features introduced in C++20, while also helping you apply these when building modern and resilient software. You'll start by exploring the latest features of C++, and then move on to advanced techniques such as multithreading, concurrency, debugging, monitoring, and high-performance programming. The book will delve into object-oriented programming principles and the C++ Standard Template Library, and even show you how to create custom templates. After this, you'll learn about different approaches such as test-driven development (TDD), behavior-driven development (BDD), and domain-driven design (DDD), before taking a look at the coding best practices and design patterns essential for building professional-grade applications. Toward the end of the book, you will gain useful insights into the recent C++ advancements in AI and machine learning. By the end of this C++ programming book, you'll have gained expertise in real-world application development, including the process of designing complex software. What you will learn

- Understand memory management and low-level programming in C++ to write secure and stable applications
- Discover the latest C++20 features such as modules, concepts, ranges, and coroutines
- Understand debugging and testing techniques and reduce issues in your programs
- Design and implement GUI applications using Qt5
- Use multithreading and

concurrency to make your programs run fasterDevelop high-end games by using the object-oriented capabilities of C++Explore AI and machine learning concepts with C++Who this book is for This C++ book is for experienced C++ developers who are looking to take their knowledge to the next level and perfect their skills in building professional-grade applications.

The C++ Standard Library Nicolai M. Josuttis, 2012 The C++ Standard Library provides a set of common classes and interfaces that greatly extend the core C++ language. Josuttis' book not only provides comprehensive documentation of each library component, it also offers clearly written explanations of complex concepts, describes the practical programming details needed for effective use, and gives example after example of working code. This thoroughly up-to-date book reflects the newest elements of the C++ standard library incorporated into the full ANSI/ISO C++ language standard. In particular, the text focuses on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms.

C++17 STL Cookbook Jacek Galowicz, 2017-06-28 Over 90 recipes that leverage the powerful features of the Standard Library in C++17 About This Book Learn the latest features of C++ and how to write better code by using the Standard Library (STL). Reduce the development time for your applications. Understand the scope and power of STL features to deal with real-world problems. Compose your own algorithms without forfeiting the simplicity and elegance of the STL way. Who This Book Is For This book is for intermediate-to-advanced C++ programmers who want to get the most out of the Standard Template Library of the newest version of C++: C++ 17. What You Will Learn Learn about the new core language features and the problems they were intended to solve Understand the inner workings and requirements of iterators by implementing them Explore algorithms, functional programming style, and lambda expressions Leverage the rich, portable, fast, and well-tested set

of well-designed algorithms provided in the STL Work with strings the STL way instead of handcrafting C-style code Understand standard support classes for concurrency and synchronization, and how to put them to work Use the filesystem library addition available with the C++17 STL In Detail C++ has come a long way and is in use in every area of the industry. Fast, efficient, and flexible, it is used to solve many problems. The upcoming version of C++ will see programmers change the way they code. If you want to grasp the practical usefulness of the C++17 STL in order to write smarter, fully portable code, then this book is for you. Beginning with new language features, this book will help you understand the language's mechanics and library features, and offers insight into how they work. Unlike other books, ours takes an implementation-specific, problem-solution approach that will help you quickly overcome hurdles. You will learn the core STL concepts, such as containers, algorithms, utility classes, lambda expressions, iterators, and more, while working on practical real-world recipes. These recipes will help you get the most from the STL and show you how to program in a better way. By the end of the book, you will be up to date with the latest C++17 features and save time and effort while solving tasks elegantly using the STL. Style and approach This recipe-based guide will show you how to make the best use of C++ together with the STL to squeeze more out of the standard language

Boost.Asio C++ Network Programming Wisnu

Anggoro, John Torjo, 2015-09-16 Learn effective C++ network programming with Boost.Asio and become a proficient C++ network programmer About This Book Learn efficient C++ network programming with minimum coding using Boost.Asio Your one-stop destination to everything related to the Boost.Asio library Explore the fundamentals of networking to choose designs with more examples, and learn the basics of Boost.Asio Who This Book Is For This book is for C++ Network programmers with

basic knowledge of network programming, but no knowledge of how to use Boost.Asio for network programming. What You Will Learn Prepare the tools to simplify network programming in C++ using Boost.Asio Explore the networking concepts of IP addressing, TCP/IP ports and protocols, and LAN topologies Get acquainted with the usage of the Boost libraries Get to know more about the content of Boost.Asio network programming and Asynchronous programming Establish communication between client and server by creating client-server application Understand the various functions inside Boost.Asio C++ libraries to delve into network programming Discover how to debug and run the code successfully In Detail Boost.Asio is a C++ library used for network programming operations. Organizations use Boost because of its productivity. Use of these high-quality libraries speed up initial development, result in fewer bugs, reduce reinvention-of-the-wheel, and cut long-term maintenance costs. Using Boost libraries gives an organization a head start in adopting new technologies. This book will teach you C++ Network programming using synchronous and asynchronous operations in Boost.Asio with minimum code, along with the fundamentals of Boost, server-client applications, debugging, and more. You will begin by preparing and setting up the required tools to simplify your network programming in C++ with Boost.Asio. Then you will learn about the basic concepts in networking such as IP addressing, TCP/IP protocols, and LAN with its topologies. This will be followed by an overview of the Boost libraries and their usage. Next you will get to know more about Boost.Asio and its concepts related to network programming. We will then go on to create a client-server application, helping you to understand the networking concepts. Moving on, you will discover how to use all the functions inside the Boost.Asio C++ libraries. Lastly, you will understand how to debug the code if there are errors found and will run the code successfully. Style and approach An example-oriented book to

show you the basics of networking and help you create a network application simply using Boost.Asio, with more examples for you to get up and running with Boost.Asio quickly.

Central European Functional Programming School Viktória Zsóki,Zoltán Porkoláb,Zoltán Horváth,2019-08-13 This volume presents the revised lecture notes of selected talks given at the 6th Central European Functional Programming School, CEFPS 2015, held in July 2015, in Budapest, Hungary. The 10 revised full papers presented were carefully reviewed and selected. The lectures covered a wide range of functional programming and C++ programming subjects.

Getting Started with CUDA Aaron Riley,2016-02-04 This title is one of the Essentials IT Books published by TechNet Publications Limited. This Book is a very helpful practical guide for beginners in the topic , which can be used as a learning material for students pursuing their studies in undergraduate and graduate levels in universities and colleges and those who want to learn the topic via a short and complete resource. We hope you find this book useful in shaping your future career. This book will be available soon...

On the Move to Meaningful Internet Systems: OTM 2014 Workshops Robert Meersman,Herve Panetto,Alok Mishra,Rafael Valencia-García,Lucas Filipe Martins da Silva,Ioana Ciuciu,Fernando Ferri,Georg Weichhart,Thomas Moser,Michele Bezzi,Henry Chan,2014-10-18 This volume constitutes the refereed proceedings of the following 9 international workshops: OTM Academy, OTM Industry Case Studies Program, Cloud and Trusted Computing, C&TC, Enterprise Integration, Interoperability, and Networking, EI2N, Industrial and Business Applications of Semantic Web Technologies, INBAST, Information Systems, om Distributed Environment, ISDE, Methods, Evaluation, Tools and Applications for the Creation and Consumption of Structured Data for the e-Society, META4eS, Mobile and Social Computing for collaborative interactions, MSC,

and Ontology Content, OnToContent 2014. These workshops were held as associated events at OTM 2014, the federated conferences On The Move Towards Meaningful Internet Systems and Ubiquitous Computing, in Amantea, Italy, in October 2014. The 56 full papers presented together with 8 short papers, 6 posters and 5 keynotes were carefully reviewed and selected from a total of 96 submissions. The focus of the workshops were on the following subjects models for interoperable infrastructures, applications, privacy and access control, reliability and performance, cloud and configuration management, interoperability in (System-of-)Systems, distributed information systems applications, architecture and process in distributed information system, distributed information system development and operational environment, ontology is use for eSociety, knowledge management and applications for eSociety, social networks and social services, social and mobile intelligence, and multimodal interaction and collaboration.

Programming with C++20 Andreas Fertig, 2021-11-26
Programming with C++20 teaches programmers with C++ experience the new features of C++20 and how to apply them. It does so by assuming C++11 knowledge. Elements of the standards between C++11 and C++20 will be briefly introduced, if necessary. However, the focus is on teaching the features of C++20. You will start with learning about the so-called big four Concepts, Coroutines, `std::ranges`, and modules. The big four a followed by smaller yet not less important features. You will learn about `std::format`, the new way to format a string in C++. In chapter 6, you will learn about a new operator, the so-called spaceship operator, which makes you write less code. You then will look at various improvements of the language, ensuring more consistency and reducing surprises. You will learn how lambdas improved in C++20 and what new elements you can now pass as non-type template parameters. Your next stop is the improvements to the STL. Of course, you will not end this book

without learning about what happened in the constexpr-world.

Sequential and Parallel Algorithms and Data Structures Peter Sanders, Kurt Mehlhorn, Martin Dietzfelbinger, Roman Dementiev, 2019-08-31 This textbook is a concise introduction to the basic toolbox of structures that allow efficient organization and retrieval of data, key algorithms for problems on graphs, and generic techniques for modeling, understanding, and solving algorithmic problems. The authors aim for a balance between simplicity and efficiency, between theory and practice, and between classical results and the forefront of research. Individual chapters cover arrays and linked lists, hash tables and associative arrays, sorting and selection, priority queues, sorted sequences, graph representation, graph traversal, shortest paths, minimum spanning trees, optimization, collective communication and computation, and load balancing. The authors also discuss important issues such as algorithm engineering, memory hierarchies, algorithm libraries, and certifying algorithms. Moving beyond the sequential algorithms and data structures of the earlier related title, this book takes into account the paradigm shift towards the parallel processing required to solve modern performance-critical applications and how this impacts on the teaching of algorithms. The book is suitable for undergraduate and graduate students and professionals familiar with programming and basic mathematical language. Most chapters have the same basic structure: the authors discuss a problem as it occurs in a real-life situation, they illustrate the most important applications, and then they introduce simple solutions as informally as possible and as formally as necessary so the reader really understands the issues at hand. As they move to more advanced and optional issues, their approach gradually leads to a more mathematical treatment, including theorems and proofs. The book includes many examples, pictures, informal explanations, and exercises, and the implementation notes introduce clean, efficient implementations in languages such as

C++ and Java.

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