

Test Driven Development For Embedded C Pragmatic Programmers

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How we implemented TDD in Embedded C/C++ - Byran Wills-Heath - Agile on the Beach 2016

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[Test-Driven Development \(TDD\) for Complex Systems Introduction](#) [An Introduction to Test-Driven Development in JavaScript](#) [Test Driven Development For Embedded](#)

Test driven development (TDD) is a programming approach in which you write a unit test prior to writing a function or section of code. You then write that piece of code to make the test pass. Programming then

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becomes a loop: write test code, write code, refactor, test.

~~Test Driven Development for Embedded C (Pragmatic ...~~

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~~Amazon.com: Test Driven Development for Embedded C ...~~

Think TDD is only for desktop or web apps? It's not: TDD is for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers.

~~Test Driven Development for Embedded C by James W. Grenning~~

Any C programmer can benefit from working through this book. Michael "GeePaw" Hill Senior TDD coach, Anarchy Creek Software Test-Driven Development for Embedded C is the first book I would recommend to both C and C++ developers wanting to learn TDD, whether or not their target is an embedded platform.

~~Test Driven Development for Embedded C | James W. Grenning ...~~

Test-Driven Development for Embedded C. James W. Grenning. The Pragmatic Bookshelf. Dallas, Texas • Raleigh, North Carolina. The spy is on a covert operation. It intercepts the inputs destined for the production code, later providing it to the test case. As part of its covert mission, it may also feed return results to the client code, getting the CUT to do the test's bidding.

~~Test Driven Development for Embedded C~~

Effective Test Driven Development for Embedded Software S . 2 during the development process to discover the idiosyncrasies of the system under development. The knowledge gained in these efforts is then applied in the functional source code. With ad-hoc testing, test fixtures and experimentation code

~~Effective Test Driven Development for Embedded Software~~

The steps of the TDD cycle in the following list are based on James Grenning's 'Test-Driven Development for Embedded C' book: Add a small test. Run all the tests and if the new one fails, it may not even compile. Make the small changes needed to pass the test. Run all the tests and prove if the new ...

~~Developing state machines with test driven development ...~~

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The usage of unit testing can be promoted by practising test-driven development (TDD), which is more commonly utilised in the traditional software development. Unfortunately, in the development of embedded software it is considered to be difficult to adopt, because embedded software is dependent on the specifics of the hardware it runs on.

~~Evaluation of Test Driven Approaches for Embedded Software ...~~

Test-driven development (TDD) is an iterative process for writing software, where the unit tests are developed just before the implementation. TDD isn't used widely in embedded software, but it's the best way to get started with unit testing. Want to try unit testing your embedded software? Here's why you should start with TDD.

~~How to Write Better Unit Tests For Embedded Software With ...~~

Apply Agile testing practices of Test-Driven Development (TDD), Continuous Integration and Design Patterns to embedded software development with good design from tests programmed first, logic decoupled from hardware and systems testable under automation.

~~Mocking the Embedded World: Test Driven Development (TDD) ...~~

This presentation describes the special challenges of using TDD in embedded software and how these challenges can be overcome to streamline embedded software development. It provides examples in C and is based on my book Test-Driven Development for Embedded C.

~~Test Driven Development for Embedded C - SlideShare~~

Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life.

~~Test Driven Development for Embedded C by James W. Grenning~~

The TDD microcycle is the first stage of the embedded TDD cycle, as depicted in Figure 8, The embedded Test-Driven Development cycle, on page 9. Stages 2-4 are designed to mitigate the risk of using the development platform to run unit tests. Stage 5 makes sure that the fully integrated system delivers working features.

~~Test Driven Development for Embedded C~~

Another day without Test-Driven Development means more time wasted chasing bugs and watching your code

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~~Download [PDF] Test Driven Development For Embedded C ...~~

For help getting started, you might want to see my articles on test-driven development with Ceedling and mocking embedded hardware interfaces. In summary, I've learned that there's more to unit testing than just picking a unit test framework and trying to write some tests.

~~Modern unit testing in C with TDD and Ceedling — Embedded.com~~

Test-Driven Development for Embedded C. James Grenning, founder of Wingman Software, is the author of Test-Driven Development for Embedded C. Why Test-Driven Development for Embedded C?

~~Wingman Software | Test Driven Development for Embedded C ...~~

Test Driven Development for Embedded C James W. Grenning. TDD is a modern programming practice C developers need to know. It's a different way to program--unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes.

~~Test Driven Development for Embedded C | James W. Grenning ...~~

Test-Driven Development for Embedded C -- OOP Conference 2015, Munich 1. 1 James W Grenning wingman-sw.com @jwgrenning 2. There is a Lot to TDD 2 3. We'll Look at a Few Parts of TDD 3 There's more. 4.

~~Test Driven Development for Embedded C — OOP Conference ...~~

Get Test Driven Development for Embedded C now with O'Reilly online learning. O'Reilly members experience live online training, plus books, videos, and digital content from 200+ publishers. Start your free trial. Test Driven Development for Embedded C. by James W. Grenning.

~~Test Driven Development for Embedded C [Book]~~

Test-Driven Development for Embedded C is one of those foundational books that every embedded software engineer should read. I first read the book probably back in 2013 or 2014 just as I was starting to become a full-time consultant. The book was fantastic and challenged the way that I thought about writing embedded software.

~~Book Review: Test Driven Development for Embedded C ...~~

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He is the author of Test-Driven Development for Embedded C (<http://wingman-sw.com/tddec>). He is a co-author of CppUTest, a popular unit test harness for embedded C and C++. He invented Planning Poker, an estimating technique used around the world, and participated in the creation of the Manifesto for Agile Software Development.

~~Test-Driven Development for Embedded Software | Jama Software~~

Test-Driven Development for Embedded Software. You've heard about Test-Driven Development but have never tried it or don't quite get it. Test-Driven Development is an important design and problem solving technique that helps software developers improve product quality and the quality of their life.

~~Test-Driven Development for Embedded Software - presented ...~~

Test driven development (TDD) is a programming approach in which you write a unit test prior to writing a function or section of code. You then write that piece of code to make the test pass. Programming then becomes a loop: write test code, write code, refactor, test.

~~Test-Driven Development for Embedded C Pragmatic ...~~

Contrasting with the current embedded engineering practices, Test-Driven Development (TDD) promotes testing software during its development, even before the target hardware becomes available.

~~(PDF) Effective Test-Driven Development for Embedded Software~~

The test-suite is critical to allow evolving code to be refactored, allowing the design to be incrementally improved. In this 3-day course, attendees will learn the fundamentals of Test-Driven Development (TDD) and refactoring for embedded C and get an overview of the Agile planning practices.

~~TDD and Agile: Power Techniques for Better Embedded~~

Test driven development helps produce high quality code that is stable and maintainable. This post will cover getting started with Ceedling and Unity for test driven development in embedded C. This is an up-and-running type of post. In future posts, we'll cover: Compiling and running on a Microchip PIC processor

~~Test-Driven Development for Embedded Software with Unity ...~~

Test-driven development is a software development process relying on software requirements being converted to test cases before software is fully developed, and tracking all software development by repeatedly testing the software against all test cases. This is opposed to software being developed

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first and test cases created later. American software engineer Kent Beck, who is credited with having developed or "rediscovered" the technique, stated in 2003 that TDD encourages simple designs and ins

~~Test driven development - Wikipedia~~

I've used different frameworks for different languages. For C, I've mostly used DejaGNU which is more of a regression test system than about unit testing. Some approaches to unit testing tie in with OOP and therefore don't really fit C that well. I think test-driven development isn't a good match for C if that's what you are considering.

~~Test Driven Development (TDD) Framework for Embedded Systems~~

Test-Driven Development for Embedded C Training This training course helps you build knowledge, understanding and skill in the engineering practices needed to build great embedded C code. You learn how to build flexible and modular software with very few defects, software that can have a long useful life.

~~Test Driven Development for Embedded C Training - wingman sw~~

James W. Grenning, "Test Driven Development for Embedded C " English | ISBN: 193435662X | 2011 | 356 pages | PDF | 7 MB

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Test Driven Development for Embedded C eBook by James W. Grenning - 9781680504880 | Rakuten Kobo United States Read "Test Driven Development for Embedded C" by James W. Grenning available from Rakuten Kobo. Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate.

~~Test Driven Development for Embedded C eBook by James W . . .~~

Test-Driven Development for Embedded C TDD is a modern programming practice that all C developers need to know. It's a different way to program—unit tests are written in a tight feedback loop with the production code.

~~Test Driven Development for Embedded C Book Portal | Devtalk~~

Test Driven Development. Test Driven Development (TDD) is software development approach in which test cases are developed to specify and validate what the code will do. In simple terms, test cases for each functionality are created and tested first and if the test fails then the new code is written in order

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to pass the test and making code simple and bug-free.

~~What is Test Driven Development (TDD)? Tutorial with Example~~

Test Driven Development (TDD) is one of my favorite method of development for embedded C. It helps me to have better code quality, less bugs and have more confident about my work. If you are new to TDD and want to learn more about it, make sure to check my recommended resources at the end of this article.

~~Setting up Test Driven Development (TDD) with IAR ...~~

Test Driven Development for Embedded Software James W. Grenning Embedded Systems Conference San Jose, April 2007 ESC Class# 241 ... The Test Driven Development Cycle Write a test for new capability Start Compile Fix compile errors Run the test And see it fail Write the code Run the test And see it pass

~~Test Driven Development for Embedded Software~~

This presentation, created by Pathfinder Solutions, provides an overview of Test-Driven Development (TDD) with specific information for applying TDD on compl...

~~Test Driven Development (TDD) for Complex Systems ...~~

The TL;DR: Test Driven Development for Embedded C by James W. Grenning is an outstanding book.; The title says C, but if you work in C, C++, C#, Go, Objective-C, Java, Javascript, or anything else, this is worth reading.

~~Review: Test Driven Development for Embedded C, James W ...~~

So I might have test programs for reading the bitwise inputs and displaying these in a nice form (hex, decimal, whatever) on my serial debug terminal. I can then move into bigger and more complex things like EEPROM or EPROM test programs - I make most of these menu driven so I can select a test to run, run it, and see the result.

~~e How do I do TDD on embedded devices? Software ...~~

Test Driven Development for Embedded C. Author : James W. Grenning; Publisher : Pragmatic Bookshelf; Release : 25 April 2011; GET THIS BOOK Test Driven Development for Embedded C. Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate.

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deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the...

~~Test Driven Development for Embedded C by James W ...~~

It's called Test Driven Development. Test Driven Development is a practice that concurrently develops automated unit and acceptance tests and the working code that satisfies those tests. This technique was developed in the Smalltalk community by Ward Cunningham, Kent Beck and others. Can embedded developers successfully adopt this practice ...

~~Test Driven Development for Embedded Software~~

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Test-driven development (TDD) is a software development process that relies on the repetition of a very short development cycle: requirements are turned into very specific test cases, then the software is improved so that the tests pass. This is opposed to software development that allows software to be added that is not proven to meet requirements. ...

~~Test Driven Development - Embedded Artistry~~

TDD is defined by Wikipedia as follows: . Test-driven development (TDD) is a software development technique that relies on the repetition of a very short development cycle: first the developer writes a failing automated test case that defines a desired improvement or new function, then produces code to pass that test and finally refactors the new code to acceptable standards.

~~C programming and TDD - Stack Overflow~~

Test-Driven Development (TDD) is a powerful technique for building reliable software. This hands-on course teaches the best practices of TDD with a focus on the challenges unique to testing embedded software, such as concurrent hardware and software development, long download/reflashing times, and restricted visibility.

~~Test Driven Development for Embedded C Programmers | Barr~~

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Test driven development with Rust. Test Driven Development (TDD) encourages better software design. When the desired behavior is known and expressible, it's highly effective to make modular and easily tested code. Let's take a look at using TDD with Rust, using release-party as an example.

~~Test driven development with Rust - Matthew Mayer's tech blog~~

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~~Amazon.com.br:Avaliação de clientes: Test Driven ...~~

Unit Testing and Test Driven Development help smart, capable developers like you create robust, reliable, and maintainable software that lets you sleep soundly at night. In this course you will apply these concepts to embedded code and system software in C.

~~Unit Testing & Other Embedded Software Catalysts | Udemy~~

Odd-e - Scrum and Agile Coaching in Australia, Hong Kong ...

Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program--unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training, coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is full of code written for embedded C

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programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step of the way. You'll learn techniques for test-driving code right next to the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool chain or Microsoft Visual Studio for C++ (some project conversion may be needed).

Provides information and code examples that focus on the use of TDD in embedded C programming.

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." -Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" -Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." -Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." -John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." -Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." -Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." -Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." -Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." -Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core

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process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. Modern C++ Programming With Test-Driven Development, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable

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for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

Model-driven Development for Embedded Software: Application to Communications for Drone Swarm describes the principles of model-oriented design used in the aeronautical field, specifically for the UAV (Unmanned Aerial Vehicle). The book focuses on designing an embedded system for drones to carry out ad hoc communication within a drone fleet. In this context, an original methodology for rapid prototyping of embedded systems is presented. This approach saves time for the verification and formal validation phases, contributing to certification of the Unmanned Aerial System (UAS). The book also addresses the more traditional verification phases that must be performed to verify accuracy of the system. This evaluation is carried out in simulation and by real experimentation. The various tools necessary for the implementation of this methodology are described to allow the reader to be able to implement independently. Finally, to illustrate the contribution of this original methodology, an example of embedded system development is presented in which the different phases of the methodology are explained to conceive, validate and test a new secure routing protocol developed for communications within a fleet of drones. Describes the principles of model-oriented design used in the aeronautical field Presents an original methodology of rapid prototyping of embedded systems Presents a mode of development for embedded systems in the different phases

This guide for programmers teaches how to practice Test Driven Development (TDD), also called Test First Development. Contrary to the accepted approach to testing, when you practice TDD you write tests for code before you write the code being tested. This text provides examples in Java.

Address Errors before Users Find Them Using a mix-and-match approach, Software Test Attacks to Break Mobile and Embedded Devices presents an attack basis for testing mobile and embedded systems. Designed for testers working in the ever-expanding world of "smart" devices driven by software, the book focuses on attack-based testing that can be used by individuals and teams. The numerous test attacks show you

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when a software product does not work (i.e., has bugs) and provide you with information about the software product under test. The book guides you step by step starting with the basics. It explains patterns and techniques ranging from simple mind mapping to sophisticated test labs. For traditional testers moving into the mobile and embedded area, the book bridges the gap between IT and mobile/embedded system testing. It illustrates how to apply both traditional and new approaches. For those working with mobile/embedded systems without an extensive background in testing, the book brings together testing ideas, techniques, and solutions that are immediately applicable to testing smart and mobile devices.

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

A recent survey stated that 52% of embedded projects are late by 4-5 months. This book can help get those projects in on-time with design patterns. The author carefully takes into account the special concerns found in designing and developing embedded applications specifically concurrency, communication, speed, and memory usage. Patterns are given in UML (Unified Modeling Language) with examples including ANSI C for direct and practical application to C code. A basic C knowledge is a prerequisite for the book while UML notation and terminology is included. General C programming books do not include discussion of the constraints found within embedded system design. The practical examples give the reader an understanding of the use of UML and OO (Object Oriented) designs in a resource-limited environment. Also included are two chapters on state machines. The beauty of this book is that

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it can help you today. . Design Patterns within these pages are immediately applicable to your project
Addresses embedded system design concerns such as concurrency, communication, and memory usage Examples
contain ANSI C for ease of use with C programming code

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