

## *Access Free Requirements Engineering Fundamentals Klaus Pohl Chris Rupp Pdf Free Copy*

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*Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach. Corporate Social Responsibility, Sustainability and Corporate Citizenship are now essential elements of modern business. Responsible Business is a vital "how to" guide providing information on all aspects of the CSR process. This highly accessible book is full of insights from those responsible for implementing CSR strategy inside companies – whether as CSR managers or at top management level – with coverage of all the important aspects of CSR – from what a sustainability manager's job involves, how to handle stakeholder dialogue, supply chain management to auditing, CSR and the law, and communicating CSR. Divided into bite-size easy-to-read chapters complete with practical checklists or "dos and don'ts", Responsible Business provides perspectives across different industries and sectors from running micro-finance at an international banking group to CSR in small companies as well as personal insights into a CSR manager's role in the automotive sector, the IT sector, the hotel business and many more. "If CSR is ever to happen in real time, it will be in the corporate trenches, honed by managers driving CSR beyond academic ideal to practical workplace results. This new book from Europe's ICCA has it all in one place. A brilliant display of actual corporate accomplishments, workable tools, and organisational work-around strategies. Real stuff by real professionals." —William C. Frederick, author of*

*Corporation, Be Good! The Story of Corporate Social Responsibility "The work of Nick Tolhurst and the ICCA in this publication and beyond is vital to the field of CSR, as well as to the interdisciplinary fields and sectors that it affects in the private sector, public sector and civil society. I suggest this book become required reading for each sector." —Mark C. Donfried, Director and Founder, Institute for Cultural Diplomacy*

*SysML Distilled is a go-to reference for everyone who wants to start creating accurate and useful system models with SysML. Drawing on his pioneering experience creating models for Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components, and shows how to use them even under tight deadlines and other constraints. The reader needn't know all of SysML to create effective models: SysML Distilled quickly teaches what does need to be known, and helps deepen the reader's knowledge incrementally as the need arises. This is the best and most authoritative guide to classic and contemporary children's literature today. It is the latest in the best-selling 1001 series, and its informative reviews are the key to differentiating the "must-read" books from all the rest in the realm of children's books. Whether you are a parent seeking to instill a love of reading in your child, an educator or counselor looking for inspiration, or a young reader with a voracious appetite, this guide to the best writing for children and young adults covers the spectrum of children's literature. It is organized by age group—from board books to YA novels and all the gradations in between. Each entry features evaluations by a team of international critics complete with beautifully reproduced artwork from the featured title. The beloved classics are here, but the guide also takes a global perspective and includes the increasingly diverse contributions from African American and Latino authors and illustrators—not to mention important books from around the world. The enactment of the German extermination policies that resulted in the murder of six million European Jews depended upon many factors, including the cooperation of local authorities and police departments, and the passivity of the populations, primarily of their political and spiritual elites. Necessary also was the victims' willingness to submit, often with the hope of surviving long enough to escape the German vise. The Years of Extermination, the completion of Saul Friedländer's major historical opus on Nazi Germany and the Jews, explores the convergence of the various aspects of this most systematic and sustained of modern genocides. In this unparalleled work—based on a vast array of documents and an overwhelming choir of voices from diaries, letters, and memoirs—the history of the Holocaust has found its definitive representation.*

*Requirements engineering tasks have become increasingly complex. In order to ensure a high level of knowledge and competency among requirements engineers, the International Requirements Engineering Board (IREB) developed a standardized*

*qualification called the Certified Professional for Requirements Engineering (CPRE). The certification defines the practical skills of a requirements engineer on various training levels. This book is designed for self-study and covers the curriculum for the Certified Professional for Requirements Engineering Foundation Level exam as defined by the IREB. The 2nd edition has been thoroughly revised and is aligned with the curriculum Version 2.2 of the IREB. In addition, some minor corrections to the 1st edition have been included. About IREB: The mission of the IREB is to contribute to the standardization of further education in the fields of business analysis and requirements engineering by providing syllabi and examinations, thereby achieving a higher level of applied requirements engineering. The IRE Board is comprised of a balanced mix of independent, internationally recognized experts in the fields of economy, consulting, research, and science. The IREB is a non-profit corporation. For more information visit [www.certified-re.com](http://www.certified-re.com) Requirements engineering is the process of eliciting individual stakeholder requirements and needs and developing them into detailed, agreed requirements documented and specified in such a way that they can serve as the basis for all other system development activities. In this textbook, Klaus Pohl provides a comprehensive and well-structured introduction to the fundamentals, principles, and techniques of requirements engineering. He presents approved techniques for eliciting, negotiating and documenting as well as validating, and managing requirements for software-intensive systems. The various aspects of the process and the techniques are illustrated using numerous examples based on his extensive teaching experience and his work in industrial collaborations. His presentation aims at professionals, students, and lecturers in systems and software engineering or business applications development. Professionals such as project managers, software architects, systems analysts, and software engineers will benefit in their daily work from the didactically well-presented combination of validated procedures and industrial experience. Students and lecturers will appreciate the comprehensive description of sound fundamentals, principles, and techniques, which is completed by a huge commented list of references for further reading. Lecturers will find additional teaching material on the book's website, [www.requirements-book.com](http://www.requirements-book.com). This book covers everything you need to master the iSAQB© Certified Professional for Software Architecture - Foundation Level (CPSA-F) certification. This internationally renowned education and certification schema defines various learning path for practical software architects. This book concentrates on the foundation level examination. It explains and clarifies all 40+ learning goals of the CPSA-F© curriculum. In addition, you find step-by-step preparation guide for the examination. Please beware: This book is not meant as a replacement for existing software*

architecture books and courses, but strongly focusses on explaining and clarifying the iSAQB CPSA-F foundation. How to use design as a tool to create not only things but ideas, to speculate about possible futures. Today designers often focus on making technology easy to use, sexy, and consumable. In *Speculative Everything*, Anthony Dunne and Fiona Raby propose a kind of design that is used as a tool to create not only things but ideas. For them, design is a means of speculating about how things could be—to imagine possible futures. This is not the usual sort of predicting or forecasting, spotting trends and extrapolating; these kinds of predictions have been proven wrong, again and again. Instead, Dunne and Raby pose “what if” questions that are intended to open debate and discussion about the kind of future people want (and do not want). *Speculative Everything* offers a tour through an emerging cultural landscape of design ideas, ideals, and approaches. Dunne and Raby cite examples from their own design and teaching and from other projects from fine art, design, architecture, cinema, and photography. They also draw on futurology, political theory, the philosophy of technology, and literary fiction. They show us, for example, ideas for a solar kitchen restaurant; a flypaper robotic clock; a menstruation machine; a cloud-seeding truck; a phantom-limb sensation recorder; and devices for food foraging that use the tools of synthetic biology. Dunne and Raby contend that if we speculate more—about everything—reality will become more malleable. The ideas freed by speculative design increase the odds of achieving desirable futures. When scholars discuss the medieval past, the temptation is to become immersed there, to deepen our appreciation of the nuances of the medieval sources through debate about their meaning. But the past informs the present in a myriad of ways and medievalists can, and should, use their research to address the concerns and interests of contemporary society. This volume presents a number of carefully commissioned essays that demonstrate the fertility and originality of recent work in *Medieval Studies*. Above all, they have been selected for relevance. Most contributors are in the earlier stages of their careers and their approaches clearly reflect how interdisciplinary methodologies applied to *Medieval Studies* have potential repercussions and value far beyond the boundaries of the Middle Ages. These chapters are powerful demonstrations of the value of medieval research to our own times, both in terms of providing answers to some of the specific questions facing humanity today and in terms of much broader considerations. Taken together, the research presented here also provides readers with confidence in the fact that *Medieval Studies* cannot be neglected without a great loss to the understanding of what it means to be human. Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture

*ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and constraints. They ensure the creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software developers and other parties involved in the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is designed for self-study and covers the curriculum for the Certified Professional for Software Architecture – Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board (iSAQB). Kompaktes Grundlagenwerk für den Requirements Engineer Dieses Lehrbuch umfasst den erforderlichen Stoff zum Ablegen der Prüfung "Certified Professional for Requirements Engineering (Foundation Level)" nach IREB-Standard. Es vermittelt das Grundlagenwissen und behandelt die wesentlichen Prinzipien und Praktiken sowie wichtige Begriffe und Konzepte. Die Themen im Einzelnen: - Grundlegende Prinzipien des Requirements Engineering - Arbeitsprodukte und Dokumentationspraktiken - Praktiken für die Erarbeitung von Anforderungen - Prozess und Arbeitsstruktur - Praktiken für das Requirements Management - Werkzeugunterstützung Das Buch eignet sich gleichermaßen für das Selbststudium, zur Vorbereitung auf die Zertifizierung sowie als kompaktes Basiswerk zum Thema in der Praxis und an Hochschulen. Die 5. Auflage wurde komplett überarbeitet, ist konform zum IREB-Lehrplan Foundation Level Version 3.0 und wurde angereichert mit interaktiven Elementen wie animierte Grafiken und Videos. This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts. Method Engineering focuses on the design, construction and evaluation of methods, techniques and support tools for information systems development It addresses a number of important topics, including: method representation formalisms; meta-modelling; situational methods; contingency approaches; system development practices of method engineering; terminology and reference models; ontologies; usability and experience reports; and organisational support and impact. "Mastering the Requirements Process: Getting Requirements Right" sets out an industry-proven process for gathering and verifying requirements,*

regardless of whether you work in a traditional or agile development environment. In this sweeping update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs, in the most efficient manner possible. Software product line engineering has proven to be the methodology for developing a diversity of software products and software intensive systems at lower costs, in shorter time, and with higher quality. In this book, Pohl and his co-authors present a framework for software product line engineering which they have developed based on their academic as well as industrial experience gained in projects over the last eight years. They do not only detail the technical aspect of the development, but also an integrated view of the business, organisation and process aspects are given. In addition, they explicitly point out the key differences of software product line engineering compared to traditional single software system development, as the need for two distinct development processes for domain and application engineering respectively, or the need to define and manage variability. This is a comprehensive history of political violence during Europe's incredibly violent twentieth century. Leading scholars examine the causes and dynamics of war, revolution, counterrevolution, genocide, ethnic cleansing, terrorism and state repression. They locate these manifestations of political violence within their full transnational and comparative contexts and within broader trends in European history from the beginning of the dissolution of the Ottoman Empire in the late nineteenth-century, through the two world wars, to the Yugoslav Wars and the rise of fundamentalist terrorism. The book spans a 'greater Europe' stretching from Ireland and Iberia to the Baltic, the Caucasus, Turkey and the southern shores of the Mediterranean. It sheds new light on the extent to which political violence in twentieth-century Europe was inseparable from the generation of new forms of state power and their projection into other societies, be they distant territories of imperial conquest or ones much closer to home. This open access book presents the outcomes of the "Design for Future – Managed Software Evolution" priority program 1593, which was launched by the German Research Foundation ("Deutsche Forschungsgemeinschaft (DFG)") to develop new approaches to software engineering with a specific focus on long-lived software systems. The different lifecycles of software and hardware platforms lead to interoperability problems in such systems. Instead of separating the development, adaptation and evolution of software and its platforms, as well as aspects like operation, monitoring and maintenance, they should all be integrated into one overarching process. Accordingly, the book is split into three major parts, the first of which includes an introduction to the nature of software evolution, followed by an overview of the specific challenges and a general introduction to the case studies used



*in the project. The second part of the book consists of the main chapters on knowledge carrying software, and cover tacit knowledge in software evolution, continuous design decision support, model-based round-trip engineering for software product lines, performance analysis strategies, maintaining security in software evolution, learning from evolution for evolution, and formal verification of evolutionary changes. In turn, the last part of the book presents key findings and spin-offs. The individual chapters there describe various case studies, along with their benefits, deliverables and the respective lessons learned. An overview of future research topics rounds out the coverage. The book was mainly written for scientific researchers and advanced professionals with an academic background. They will benefit from its comprehensive treatment of various topics related to problems that are now gaining in importance, given the higher costs for maintenance and evolution in comparison to the initial development, and the fact that today, most software is not developed from scratch, but as part of a continuum of former and future releases. Introductory Biomechanics is a new, integrated text written specifically for engineering students. It provides a broad overview of this important branch of the rapidly growing field of bioengineering. A wide selection of topics is presented, ranging from the mechanics of single cells to the dynamics of human movement. No prior biological knowledge is assumed and in each chapter, the relevant anatomy and physiology are first described. The biological system is then analyzed from a mechanical viewpoint by reducing it to its essential elements, using the laws of mechanics and then tying mechanical insights back to biological function. This integrated approach provides students with a deeper understanding of both the mechanics and the biology than from qualitative study alone. The text is supported by a wealth of illustrations, tables and examples, a large selection of suitable problems and hundreds of current references, making it an essential textbook for any biomechanics course. The official guide for exam success and career excellence Financial Planning Competency Handbook, Second Edition is the essential reference for those at any stage of certification and a one-stop resource for practitioners looking to better serve their clients. This fully updated second edition includes brand new content on connections diagrams, new case studies, and new instructional videos, and a completely new section devoted to the interdisciplinary nature of financial planning. You'll gain insights from diverse fields like psychology, behavioral finance, communication, and marriage and family therapy to help you better connect with and guide your clients, alongside the detailed financial knowledge you need to perform to the highest expectations as a financial planner. This book contains over ninety chapters that are essential for practitioners, students, and faculty. Whether a practitioner, student, or faculty member, this guide is the invaluable*

reference you need at your fingertips. Comprehensive, clear, and detailed, this handbook forms the foundation of the smart financial planner's library. Each jurisdiction has its own laws and regulations surrounding financial planning, but the information in this book represents the core body of knowledge the profession demands no matter where you practice. *Financial Planning Competency Handbook, Second Edition* guides you from student to practitioner and far beyond, with the information you need when you need it. Written for those who want to develop their knowledge of requirements engineering process, whether practitioners or students. Using the latest research and driven by practical experience from industry, this book gives useful hints to practitioners on how to write and structure requirements. - Explains the importance of Systems Engineering and the creation of effective solutions to problems - Describes the underlying representations used in system modeling - data flow diagrams; statecharts; object-oriented approaches - Covers a generic multi-layer requirements process - Discusses the key elements of effective requirements management - Includes a chapter written by one of the developers of rich traceability - Introduces an overview of DOORS - a software tool which serves as an enabler of a requirements management process Additional material and links are available at: <http://www.requirementsengineering.info> "In recent years we have been finding ourselves with a shortage of engineers with good competence in requirements engineering. Perhaps this is in part because requirements management tool vendors have persuaded management that a glitzy tool will solve their requirements engineering problems. Of course, the tools only make it possible for engineers who understand requirements engineering to do a better job. This book goes a long way towards building a foundational set of skills in requirements engineering, so that today's powerful tools can be used sensibly. Of particular value is a recognition of the place software requirements have within the system context, and of ways for dealing with that sensitive connection. This is an important book. I think its particular value in industry will be to bring the requirements engineers and their internal customers to a practical common understanding of what can and should be achieved." (Byron Purves, Technical Fellow, The Boeing Company) This groundbreaking work is the most detailed, carefully researched, and comprehensive analysis of the evolution of Nazi policy from the persecution and "ethnic cleansing" of Jews in 1939 to the Final Solution of the Holocaust in 1942. Dieses Lehrbuch umfasst den erforderlichen Stoff zum Ablegen der Prüfung »Certified Professional for Requirements Engineering (Foundation Level)« nach IREB-Standard. Es vermittelt das Grundlagenwissen und behandelt die wesentlichen Prinzipien und Praktiken sowie wichtige Begriffe und Konzepte. Die Themen im Einzelnen: - Grundlegende Prinzipien des Requirements

*Engineering- Arbeitsprodukte und Dokumentationspraktiken- Praktiken für die Erarbeitung von Anforderungen- Prozess und Arbeitsstruktur- Praktiken für das Requirements Management- Werkzeugunterstützung Die 5. Auflage wurde komplett überarbeitet, ist konform zum IREB-Lehrplan Foundation Level Version 3.0 und wurde angereichert mit interaktiven Elementen wie animierte Grafiken und Videos. This is an open access title available under the terms of a [CC BY-NC-ND 4.0 International] licence. It is free to read at Oxford Clinical Psychology Online and offered as a free PDF download from OUP and selected open access locations.*

*Attachment theory is among the most popular theories of human socioemotional development, with a global research community and widespread interest from clinicians, child welfare professionals, educationalists and parents. It has been considered "about family life in modern society. It is one of the last of the grand theories of human development that still retains an active research tradition.*

*Attachment theory and research speak to fundamental questions about human emotions, relationships and development. They do so in terms that feel experience-near, with a remarkable combination of intuitive ideas and counter-intuitive assessments and conclusions. Over time, attachment theory seems to have become more, rather than less, appealing and popular, in part perhaps due to alignment with current concern with the lifetime implications of early brain development*

*Cornerstones of Attachment Research re-examines the work of key laboratories that have contributed to the study of attachment. In doing so, the book traces the development in a single scientific paradigm through parallel but separate lines of inquiry. Chapters address the work of Bowlby, Ainsworth, Main and Hesse, Sroufe and Egeland, and Shaver and Mikulincer. Cornerstones of Attachment Research utilises attention to these five research groups as a lens on wider themes and challenges faced by attachment research over the decades. The chapters draw on a complete analysis of published scholarly and popular works by each research group, as well as much unpublished material. Learn how to create good requirements when designing hardware and software systems. While this book emphasizes writing traditional "shall" statements, it also provides guidance on use case design and creating user stories in support of agile methodologies. The book surveys modeling techniques and various tools that support requirements collection and analysis. You'll learn to manage requirements, including discussions of document types and digital approaches using spreadsheets, generic databases, and dedicated requirements tools. Good, clear examples are presented, many related to real-world work the author has done during his career. Requirements Writing for System Engineering advantages of different requirements approaches and implement them correctly as your needs evolve. Unlike most requirements books,*

*Requirements Writing for System Engineering teaches writing both hardware and software requirements because many projects include both areas. To exemplify this approach, two example projects are developed throughout the book, one focusing on hardware and the other on software. This book Presents many techniques for capturing requirements. Demonstrates gap analysis to find missing requirements. Shows how to address both software and hardware, as most projects involve both. Provides extensive examples of "shall" statements, user stories, and use cases. Explains how to supplement or replace traditional requirement statements with user stories and use cases that work well in agile development environments*

*What You Will Learn*

*Understand the 14 techniques for capturing all requirements. Address software and hardware needs; because most projects involve both. Ensure all statements meet the 16 attributes of a good requirement. Differentiate the 19 different functional types of requirement, and the 31 non-functional types. Write requirements properly based on extensive examples of good 'shall' statements, user stories, and use cases. Employ modeling techniques to mitigate the imprecision of words.*

*Audience Writing*

*Requirements teaches you to write requirements the correct way. It is targeted at the requirements engineer who wants to improve and master his craft. This is also an excellent book from which to teach requirements engineering at the university level. Government organizations at all levels, from Federal to local levels, can use this book to ensure they begin all development projects correctly. As well, contractor companies supporting government development are also excellent audiences for this book.*

*The Lost Films Fanzine is a quarterly digest magazine devoted solely to un-produced scripts, lost films, and rare movies. In this issue: Explore the lost Italian cut of Legend of Dinosaurs and Monster Birds, renamed Terremoto 10 Grado! Marvel at the King Kong remake that morphed into a Volkswagen commercial! Ponder what could have been if Merian C. Cooper could have shot She and The Last Days of Pompeii in color like he intended. Get educated on Bollywood's almost uncompleted Jaws rip-off, Aatank, which began shooting in the 1980s but wasn't finished and released until 1996! Mourn the unmade sequel to The Abominable Dr. Phibes which then became an unmade sequel to Dr. Phibes Rises Again! Also, learn where you can watch the secret lost 1967 Godzilla short film made by Toho! This issue also includes an in-depth look at the best fan-made Godzilla trailers on YouTube, plus an interview with one the editors, Scott David Lister. Essential comprehensive coverage of the fundamentals of requirements engineering*

*Requirements engineering (RE) deals with the variety of prerequisites that must be met by a software system within an organization in order for that system to produce stellar results. With that explanation in mind, this must-have book presents a disciplined approach to the engineering of high-quality requirements.*

*Serving as a helpful introduction to the fundamental concepts and principles of requirements engineering, this guide offers a comprehensive review of the aim, scope, and role of requirements engineering as well as best practices and flaws to avoid. Shares state-of-the-art techniques for domain analysis, requirements elicitation, risk analysis, conflict management, and more Features in-depth treatment of system modeling in the specific context of engineering requirements Presents various forms of reasoning about models for requirements quality assurance Discusses the transitions from requirements to software specifications to software architecture In addition, case studies are included that complement the many examples provided in the book in order to show you how the described method and techniques are applied in practical situations. This book is designed to help requirements engineers prepare for the Certified Professional for Requirements Engineering Foundation Level exam as defined by the IREB. Requirements engineering tasks have become increasingly complex. In order to ensure a high level of knowledge and competency among requirements engineers, the International Requirements Engineering Board (IREB) developed a standardized qualification called the Certified Professional for Requirements Engineering (CPRE). The certification defines the practical skills of a requirements engineer on various training levels. This book is designed for self-study and covers the curriculum for the Certified Professional for Requirements Engineering Foundation Level exam as defined by the IREB. The 2nd edition has been thoroughly revised and is aligned with the curriculum Version 2.2 of the IREB. In addition, some minor corrections to the 1st edition have been included. About IREB: The mission of the IREB is to contribute to the standardization of further education in the fields of business analysis and requirements engineering by providing syllabi and examinations, thereby achieving a higher level of applied requirements engineering. The IRE Board is comprised of a balanced mix of independent, internationally recognized experts in the fields of economy, consulting, research, and science. The IREB is a non-profit corporation. For more information visit [www.certified-re.com](http://www.certified-re.com). Everest, the major motion picture from Universal Pictures, is set for wide release on September 18, 2015. Read The Climb, Anatoli Boukreev (portrayed by Ingvar Sigurðsson in the film) and G. Weston DeWalt's compelling account of those fateful events on Everest. In May 1996 three expeditions attempted to climb Mount Everest on the Southeast Ridge route pioneered by Sir Edmund Hillary and Tenzing Norgay in 1953. Crowded conditions slowed their progress. Late in the day twenty-three men and women-including expedition leaders Scott Fischer and Rob Hall-were caught in a ferocious blizzard. Disoriented and out of oxygen, climbers struggled to find their way down the mountain as darkness approached. Alone and climbing blind, Anatoli Boukreev brought climbers*

*back from the edge of certain death. This new edition includes a transcript of the Mountain Madness expedition debriefing recorded five days after the tragedy, as well as G. Weston DeWalt's response to Into Thin Air author Jon Krakauer.*

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