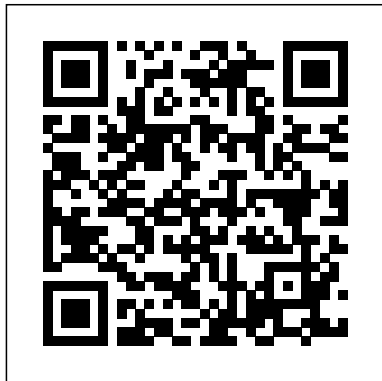


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Web services is rapidly becoming one of the most valued aspects of information technology services, as Web-based technological advancements continue to grow at an exponential rate. Web Services Research and

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C# Prentice Hall Professional The practicing programmer's DEITEL ® guide to AJAX, Rich Internet Applications, and web-application development This book applies the Deitel signature live-code approach to teaching

Web 2.0 application development. The book presents concepts in the context of more than 180 fully tested programs (18,000+ lines of code), complete with syntax shading, detailed descriptions, and sample outputs. It features hundreds of tips that will help you build robust applications. Start with a concise introduction to XHTML, CSS, and JavaScript before rapidly moving on to more advanced client-side development with DOM, XML, AJAX, JSON, and other RIA technologies. Then proceed to server-side development with web servers, databases, PHP, Ruby on Rails, ASP.NET, JavaServer Faces, and web services. When you're finished, you'll have everything

you need to build Web 2.0 applications. The DEITEL Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, Java TM , web services, Internet and web development, and more. Practical, example-rich coverage of: Web 2.0 XHTML, CSS, JavaScript DOM, XML, RSS AJAX-Enabled Rich Internet Applications JSON, Dojo, Script.aculo.us Adobe ® Flash CS3 and Flex Web Servers (IIS and Apache) Database (SQL, MySQL, ADO.NET and Java DB) PHP, Ruby on Rails ASP.NET, ASP.NET AJAX JavaServer Faces (JSF) SOAP-Based Web Services in Java REST-Based

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JavaScript™, XML® and

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book applies the Deitel  
signature live-code approach  
to teaching the client side of  
Rich Internet Applications  
(RIA) development. The book  
presents concepts in the  
context of 100+ fully tested  
programs (6,000+ lines of  
code), complete with syntax  
shading, detailed descriptions  
and sample outputs. The book  
features over 150 tips that will  
help you build robust client-  
side web applications. Start  
with an introduction to  
Extensible HyperText Markup  
Language (XHTML®) and

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Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML 's Document Object Model (DOM®), Extensible Markup Language (XML®), XML 's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you ' re finished, you ' ll have everything you need to build the client side of Web 2.0 Rich Internet

Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). The Deitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more.

Deitel® Developer Series AJAX, Rich Internet Applications, and Web Development for Programmers Prentice Hall

"This volume is grounded in the thesis that information technology may offer the only viable avenue to the implementation of constructivist and progressive educational principles in higher education, and that the numerous efforts now under way to realize these principles deserve examination and

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evaluation"--Provided  
by publisher.  
Java Prentice Hall  
The professional  
programmer ' s Deitel®  
guide to Python® with  
introductory artificial  
intelligence case studies  
Written for programmers  
with a background in  
another high-level  
language, Python for  
Programmers uses hands-  
on instruction to teach  
today ' s most compelling,  
leading-edge computing  
technologies and  
programming in Python – one to handle significant  
of the world ' s most popular  
and fastest-growing  
languages. Please read the

Table of Contents diagram  
inside the front cover and  
the Preface for more  
details. In the context of  
500+, real-world examples  
ranging from individual  
snippets to 40 large scripts  
and full implementation case  
studies, you ' ll use the  
interactive IPython  
interpreter with code in  
Jupyter Notebooks to  
quickly master the latest  
Python coding idioms. After  
covering Python Chapters  
1-5 and a few key parts of  
Chapters 6-7, you ' ll be able  
to handle significant  
portions of the hands-on  
introductory AI case studies  
in Chapters 11-16, which

are loaded with cool,  
powerful, contemporary  
examples. These include  
natural language processing,  
data mining Twitter® for  
sentiment analysis,  
cognitive computing with  
IBM® Watson™,  
supervised machine learning  
with classification and  
regression, unsupervised  
machine learning with  
clustering, computer vision  
through deep learning and  
convolutional neural  
networks, deep learning  
with recurrent neural  
networks, big data with  
Hadoop®, Spark™ and  
NoSQL databases, the  
Internet of Things and

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more. You ' ll also work directly or indirectly with cloud-based services, including Twitter, Google Translate™, IBM Watson, Microsoft® Azure®, OpenMapQuest, PubNub and more. Features 500+ hands-on, real-world, live-code examples from snippets to case studies IPython + code in Jupyter® Notebooks Library-focused: Uses Python Standard Library and data science libraries to accomplish significant tasks with minimal code Rich Python coverage: Control statements, functions, strings, files, JSON

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information.

C++ 20 for Programmers  
Pearson

The expert Web Services introduction specifically for working Java developers!-- Example-rich coverage of J2EE and XML Web Services development -- including Sun's latest Java XML APIs!-- Introduces the Sun ONE platform, and previews emerging technologies that will transform Web Services development. Now, there's a complete introduction to Web Services specifically for working Java developers. Harvey and Paul Deitel combine expert

insights into the Web Services paradigm with powerful programming techniques for building robust, high-value services. Using their unique Live-Code "TM" approach, the Deitels present every new programming concept in the context of a complete, working example. The Deitels begin by clearly explaining what Web Services are, and how they've evolved to solve problems that can't easily be addressed with traditional distributed technologies, and introduce the key technologies and standards that make Web

Services viable. They show how Web Services fit into the J2EE platform, introducing tools from Sun, Oracle, IBM, and HP, and demonstrating how J2EE infrastructure can support Web Services publishing, consumption, and security. They cover the fundamentals of XML programming for Web Services, including XML schemas, DOM, and XSLT; then show how to create and deploy Web Services with SOAP, WSDL, and UDDI. The book contains a full chapter on ebXML, another on Web Services security, and complete

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introductions to Sun's powerful new APIs for JavaScript for Programmers Pearson Education India 'Swift for Programmers' is a programming-language focused book designed to get practicing programmers up-to-speed quickly in Swift programming. The Deitels provide thousands of lines of proven Swift code in the book, using a mix of code snippets and live-code examples. When

they present code snippets rather than full-length complete programs, the snippet will be extracted from a Deitel-created, compiled, live-code example to ensure that the snippet is correct C++ Student Solutions Manual to Accompany C++ How to Program Prentice Hall PTR The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and

intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural



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programming context.

Mastering the  
Interview: 80 Essential  
Questions for Software  
Engineers Pearson  
Education  
Late Objects Version:  
C++ How to Program,  
7/e is ideal for  
Introduction to  
Programming (CS1)  
and other more  
intermediate courses  
covering programming  
in C++. Also  
appropriate as a  
supplement for upper-  
level courses where the

instructor uses a book  
as a reference for the  
C++ language. This  
best-selling  
comprehensive text is  
aimed at readers with  
little or no programming  
experience. It teaches  
programming by  
presenting the concepts  
in the context of full  
working programs and  
takes a late objects  
approach. The authors  
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program clarity through  
structured and object-  
oriented programming,

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component-oriented  
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response to a team of  
distinguished academic  
and industry reviewers.  
The Late Objects  
Version delays  
coverage of class

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development until  
Chapter 9, presenting  
control statements,  
functions, arrays and  
pointers in a non-object-  
oriented, procedural  
programming context.  
Python for  
Programmers IGI  
Global  
A fast-paced, thorough  
introduction to modern  
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experienced  
programmers. After  
reading C++ Crash  
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proficient in the core

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C++ Standard Library,  
and the Boost Libraries.  
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any programmer would  
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for intermediate to  
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through the weeds to  
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core of C++17, the  
most modern revision of  
the ISO standard. Part 1  
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C++ language, where  
you'll learn about  
everything from types  
and functions, to the  
object life cycle and  
expressions. Part 2  
introduces you to the  
C++ Standard Library  
and Boost Libraries,  
where you'll learn about  
all of the high-quality,  
fully-featured facilities  
available to you. You'll  
cover special utility

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classes, data structures, and the RAI paradigm and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: Fundamental types, reference types, and user-defined types The object lifecycle including storage duration, memory management, exceptions, call stacks,	Compile-time polymorphism with templates and run-time polymorphism with virtual classes Advanced expressions, statements, and functions Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities Containers, iterators, strings, and algorithms Streams and files, concurrency, networking, and	application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation. <u><a href="#">Java, Late Objects Version</a></u> Prentice Hall Practical Guidance on the Efficient Development of High-Quality Software Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field,
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even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of

software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.

**CLASSIC DATA**

**STRUCTURES, 2nd ed.**  
Pearson  
With over 250,000 sold, Harvey and Paul Deitel's C++ How to Program is the world's best-selling introduction to C++ programming. Now, this classic has been thoroughly updated! The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming concepts and intermediate-level

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topics for further study. The books in this series feature hundreds of complete, working programs with thousands of lines of code. Deitel's C++ How to Program is the most comprehensive, practical introduction to C++ ever published - with hundreds of hands-on exercises, roughly 250 complete programs written and documented for easy learning, and exceptional insight into good programming	practices, maximizing performance, avoiding errors, debugging, and testing. The updated Fifth Edition now includes a new early classes pedagogy - classes and objects are introduced in Chapter 3 and used throughout the book as appropriate. The new edition uses string and vector classes to make earlier examples more object-oriented. Large chapters are broken down into smaller, more	manageable pieces. A new OOD/UML ATM case study replaces the elevator case study of previous editions, and UML in the OOD/UML case study and elsewhere in the book has been upgraded to UML 2. The Fifth Edition features new mini case studies (e.g., GradeBook and Time classes). An employee hierarchy replaces Point/Circle/Cylinder to introduce inheritance and polymorphism.
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Additional enhancements include tuned treatment of exception handling, new "Using the Debugger" material and a new "Before You Begin" section to help readers get set up properly. Also included are separate chapters on recursion and searching/sorting. The Fifth Edition retains every key concept and technique ANSI C++ developers need to master: control

statements, functions, arrays, pointers and strings, classes and data abstraction, operator overloading, inheritance, virtual functions, polymorphism, I/O, templates, exception handling, file processing, data structures, and more. It also includes a detailed introduction to Standard Template Library (STL) containers, container adapters, algorithms, and

iterators. The accompanying CD-ROM includes all the source code from the book. A valuable reference for programmers and anyone interested in learning the C++ programming language and object-oriented development in C++. Information Technology and Constructivism in Higher Education: Progressive Learning Frameworks Manjunath.R Advances in Software Maintenance Management: Technologies and Solutions

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is a compilation of chapters from some of the best researchers and practitioners in the area of software maintenance. The chapters in this book are intended to be useful to a wide audience where software maintenance is a mandatory matter for study.

Java Web Services for Experienced Programmers Prentice Hall

The professional programmer's Deitel® guide to C++20 Written for programmers with a background in another high-level language, in

this book, you'll learn Modern C++ development hands on using C++20 and its "Big Four" features--Ranges, Concepts, Modules and Coroutines. (For more details, see the Preface, and the table of contents diagram inside the front cover.) In the context of 200+, hands-on, real-world code examples, you'll quickly master Modern C++ coding idioms using popular compilers--Visual C++®, GNU® g++, Apple® Xcode® and

LLVM®/Clang. After the C++ fundamentals quick start, you'll move on to C++ standard library containers array and vector; functional-style programming with C++20 Ranges and Views; strings, files and regular expressions; object-oriented programming with classes, inheritance, runtime polymorphism and static polymorphism; operator overloading, copy/move semantics, RAI and smart pointers; exceptions and a look forward to C++23

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Contracts; standard library containers; iterators and algorithms; templates, C++20 Concepts and metaprogramming; C++20 Modules and large-scale development; and concurrency, parallelism, the C++17 and C++20 parallel standard library algorithms and C++20 Coroutines. Features Rich coverage of C++20's "Big Four": Ranges, Concepts, Modules and Coroutines Objects-Natural Approach: Use standard	libraries and open-source libraries to build significant applications with minimal code Hundreds of real-world, live-code examples Modern C++: C++20, 17, 14, 11 and a look to C++23 Compilers: Visual C++®, GNU® g++, Apple Xcode® Clang, LLVM®/Clang Docker: GNU® GCC, LLVM®/Clang Fundamentals: Control statements, functions, strings, references, pointers, files, exceptions Object-oriented	programming: Classes, objects, inheritance, runtime and static polymorphism, operator overloading, copy/move semantics, RAII, smart pointers Functional-style programming: C++20 Ranges and Views, lambda expressions Generic programming: Templates, C++20 Concepts and metaprogramming C++20 Modules: Large-Scale Development Concurrent programming: Concurrency, multithreading, parallel
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algorithms, C++20  
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idioms and patterns of  
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very large language that  
is C++20. An in-depth  
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reader familiar with how  
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programming languages."  
--Arthur O'Dwyer, C++  
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author of several  
accepted C++17/20/23  
proposals and the book  
Mastering the C++17  
STL "Forget about  
callback functions, bare  
pointers and proprietary  
multithreading

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libraries--C++20 is about standard concurrency features, generic lambda expressions, metaprogramming, tighter type-safety and the long-awaited concepts, which are all demonstrated in this book. Functional programming is explained clearly with plenty of illustrative code listings. The excellent chapter, 'Parallel Algorithms and Concurrency: A High-Level View,' is a highlight of this book." --Danny Kalev, Ph.D. and Certified System Analyst and

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for upper-level courses where the instructor uses a book as a reference for the C++ language. This best-selling comprehensive text is aimed at readers with little or no programming experience. It teaches programming by presenting the concepts in the context of full working programs and takes an early-objects approach. The authors emphasize achieving program clarity through structured and object-oriented programming, software reuse and component-oriented software construction. The Ninth Edition encourages

students to connect computers to the community, using the Internet to solve problems and make a difference in our world. All content has been carefully fine-tuned in response to a team of distinguished academic and industry reviewers. MyProgrammingLab for C++ How to Program is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better

performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. And, MyProgrammingLab comes from Pearson, your partner in providing the best digital learning experience. View the Deitel Buzz online to learn more about the newest publications from the Deitels.  
C Prentice Hall  
Applications. Book jacket.  
C# for Programmers  
Prentice Hall  
C# builds on the skills already mastered by C++ and Java

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programmers, enabling them to create powerful Web applications and components - ranging from XML-based Web services on Microsoft's .NET platform to middle-tier business objects and system-level applications.

### C++ for Programmers

Addison-Wesley

The professional programmer's Deitel® guide to Java® 9 and the powerful Java platform Written for programmers with a background in another

high-level language, this book applies the Deitel signature live-code approach to teaching programming and explores the Java® 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting and program outputs. It features hundreds of complete Java 9 programs with

thousands of lines of proven code, and hundreds of software-development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics, including JavaFX GUI, graphics, animation and video, exception handling, lambdas, streams, functional interfaces, object

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serialization, concurrency, generics, generic collections, database with JDBC TM and JPA, and compelling new Java 9 features, such as the Java Platform Module System, interactive Java with JShell (for discovery, experimentation and rapid prototyping) and more. You ' ll enjoy the Deitels ' classic treatment of object- oriented programming and the object-oriented	design ATM case study, including a complete Java implementation. When you ' re finished, you ' ll have everything you need to build industrial-strength, object-oriented Java 9 applications. New Java® 9 Features Java® 9 ' s Platform Module System Interactive Java via JShell—Java 9 ' s REPL Collection Factory Methods, Matcher Methods, Stream Methods, JavaFX	Updates, Using Modules in JShell, Completable Future Updates, Security Enhancements, Private Interface Methods and many other language and API updates. Core Java Features Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces Composition vs. Inheritance, “ Programming to an Interface not an Implementation ” Lambdas, Sequential
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and Parallel Streams,  
Functional Interfaces  
with Default and Static  
Methods, Immutability  
JavaFX GUI, 2D and 3D  
Graphics, Animation,  
Video, CSS, Scene  
Builder Files, I/O  
Streams, XML  
Serialization  
Concurrency for  
Optimal Multi-Core  
Performance, JavaFX  
Concurrency APIs  
Generics and Generic  
Collections Recursion,  
Database (JDBCTM and  
JPA) Keep in Touch

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C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network	programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and	corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical,
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Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-	mail newsletter at <a href="http://www.deitel.com/newsletter/subscribe.html">www.deitel.com/newsletter/subscribe.html</a> Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information C Pearson Higher Ed For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in	coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.
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