QUEM BOTOU SWIFT NA MINHA UI?

Txai Wieser

Desenvolvedor iOS desde 2013

Comunidades:

- iOSDevBR
- CocoaHeads Porto Alegre
- TDC Porto Alegre

Experiências:

- Ciência de Computação na UFRGS
- Developer Academy
- Warren Brasil
- Apple CA

Entusiasta de novas tecnologias.

SWIFT + UI

SWIFTUI

O **menor** caminho para construir **ótimos** apps para **todos** dispositivos.

- Apple

SWIFTUI

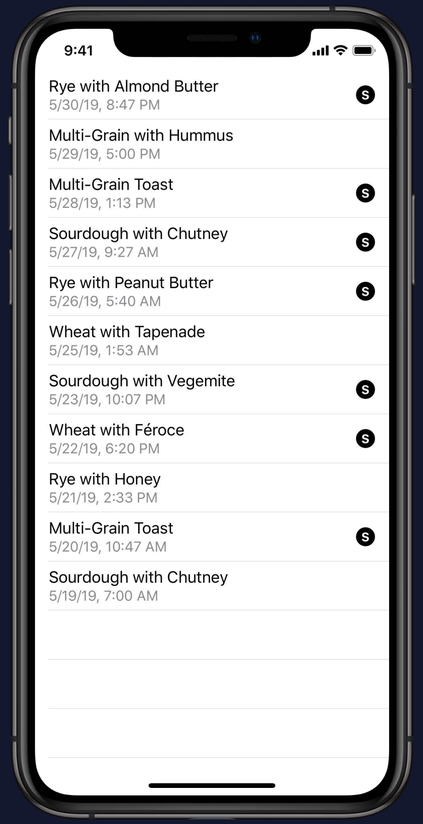
- Uma nova maneira de pensar
- Framework de UI Declarativa (e não Imperativa)
- Foco nas funcionalidades da UI (e não nas especificidades do layout)

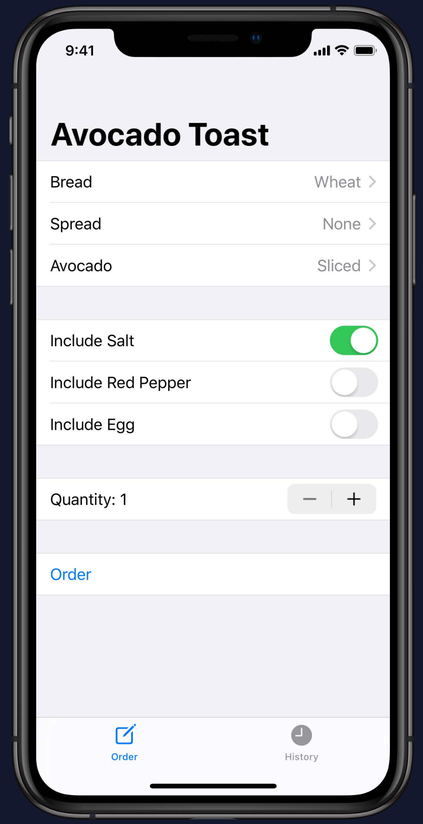
```
Form {
    Section {
        TextField(
            "Title",
            text: $event.title
        )
        TextField(
            "Location",
            text: $event.location
        )
    }

    Section {
        Toggle(
            "All-Day",
            isOn: $event.isAllDay
        )
        DatePicker(
            "Starts",
            selection: $event.starts
        )
    }
}
```

```
OrderHistory : View {
previousOrders: [CompletedOrder]

body: some View {
ist(previousOrders) { order in
  HStack {
    VStack(alignment: .leading) {
      Text(order.summary)
      Text(order.purchaseDate)
        .font(.subheadline)
        .foregroundColor(.secondary)
    }
    Spacer()
    if order.includeSalt {
      SaltIcon()
    }
  }
```






```
struct ContentView : View {
    var body: some View {
        NavigationView {
            TabbedView {
                OrderForm()
                    .tabItemLabel {
                        Image(systemName: "squa
                        Text("New Order")
                    }
                OrderHistory()
                    .tabItemLabel {
                        Image(systemName: "cloc
                        Text("History")
                    }
            }
        }
    }
}
```


Global
HD

ALEM DO BASICO

- Layout System
- Geometry Reader
- Environment
- Preferences

LAYOUT SYSTEM

Layout é decidir o **tamanho** das coisas na **tela**

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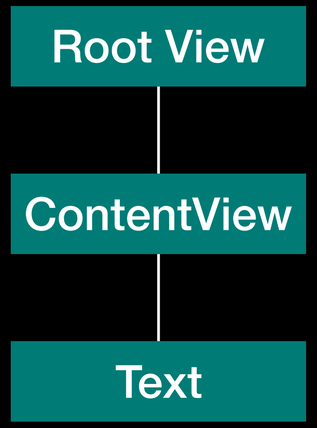

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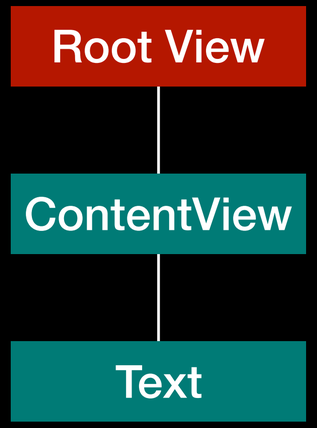

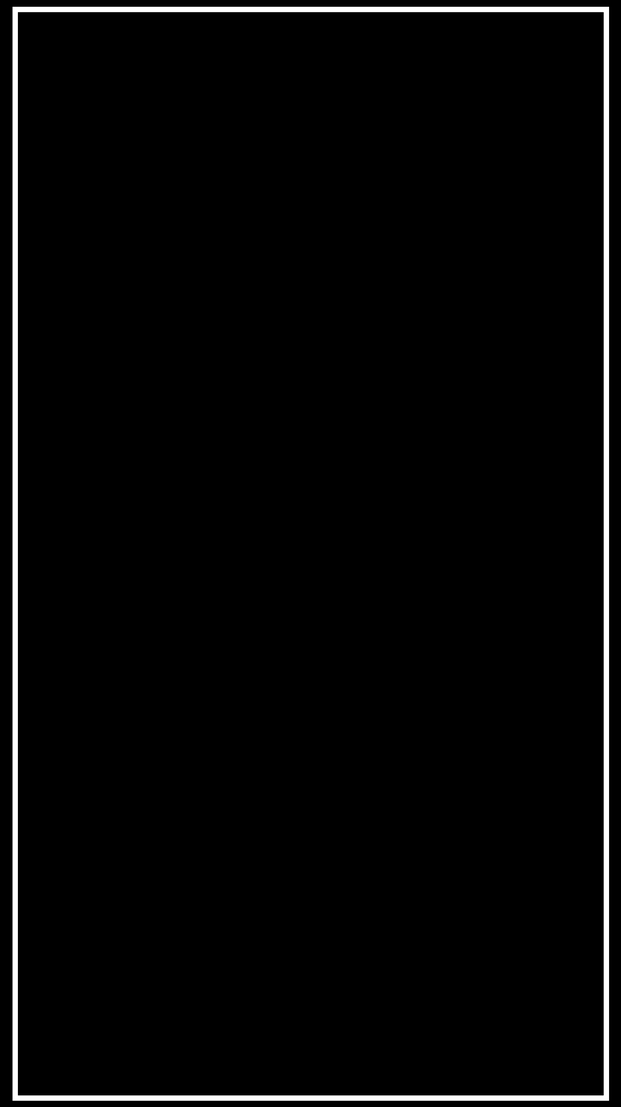

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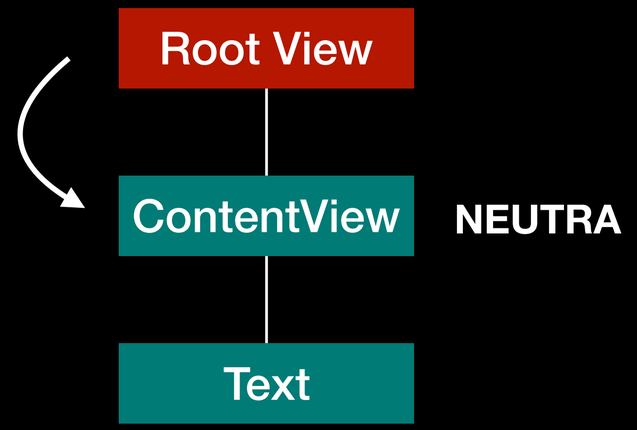

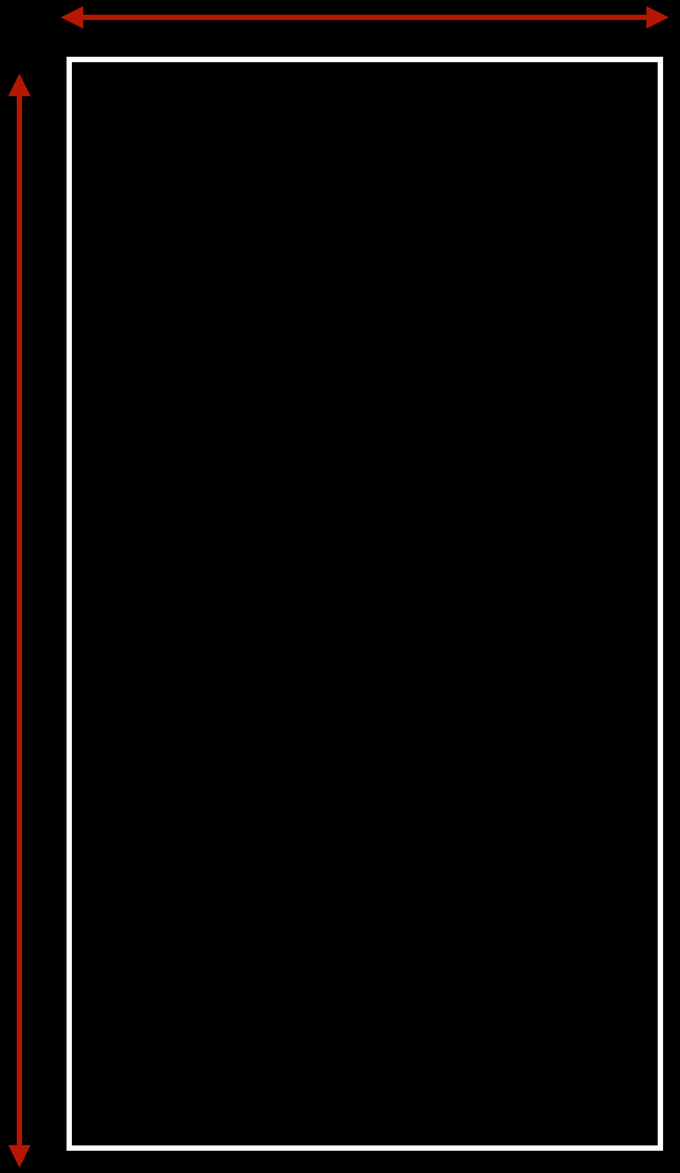

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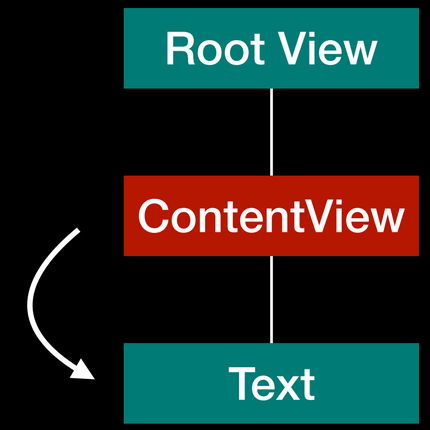

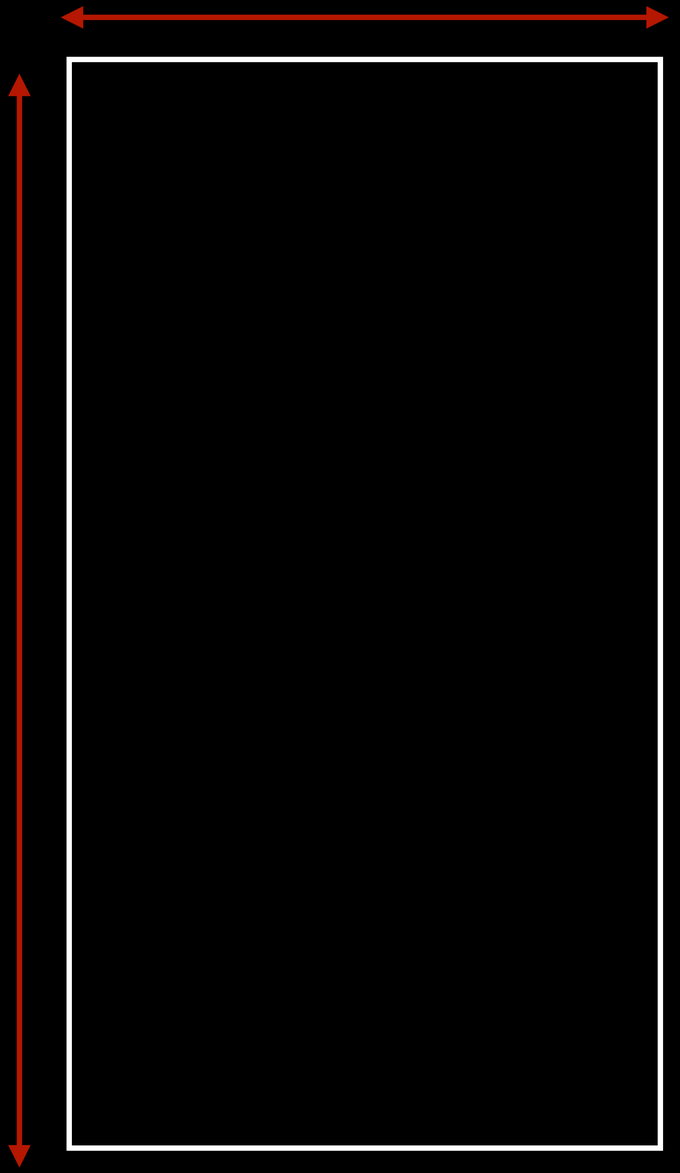

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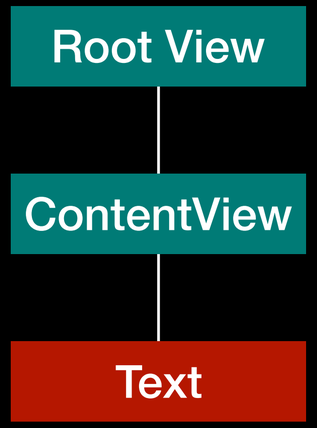

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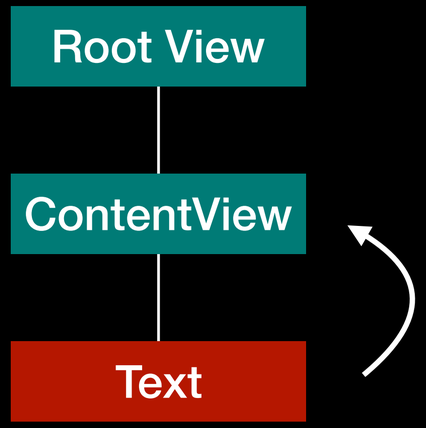

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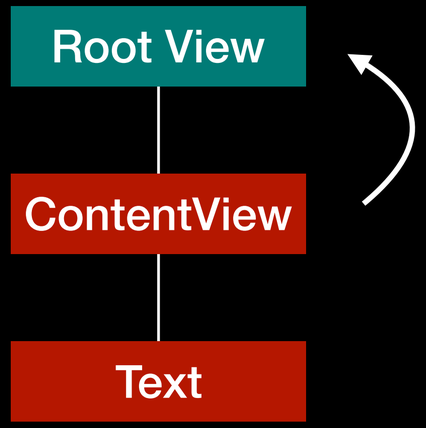

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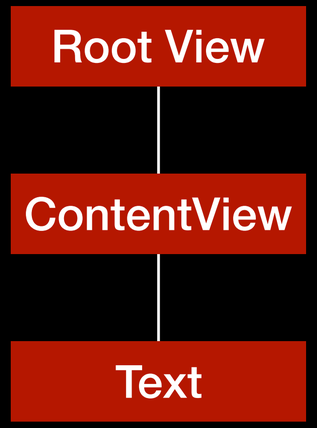

LAYOUT SYSTEM

1. Pai propõem um tamanho ao filho
2. Filho escolhe seu próprio tamanho
3. Pai posiciona filho na coordenada do pai

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Não existe maneira de **forçar** um tamanho no seu **filho.**

Não existe maneira de **forçar** um tamanho no seu **filho.**

Pense em guias, sugestões para os filhos

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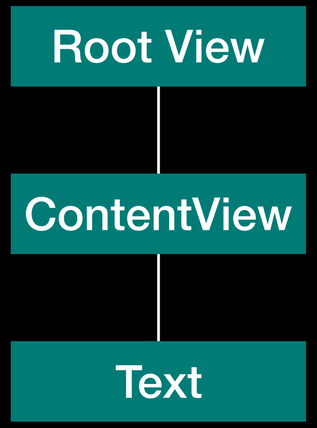

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struct ContentView: View {

    var body: some View {
        Text("Olá, Mundo!")
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    }
}
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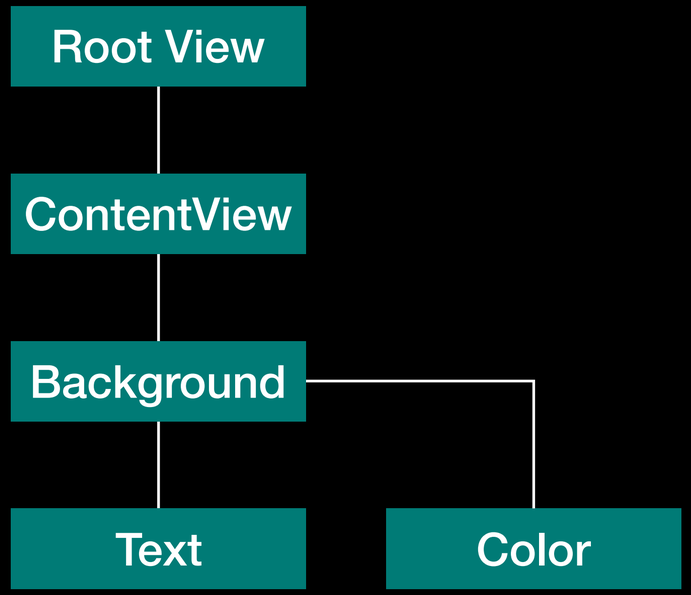

LAYOUT SYSTEM

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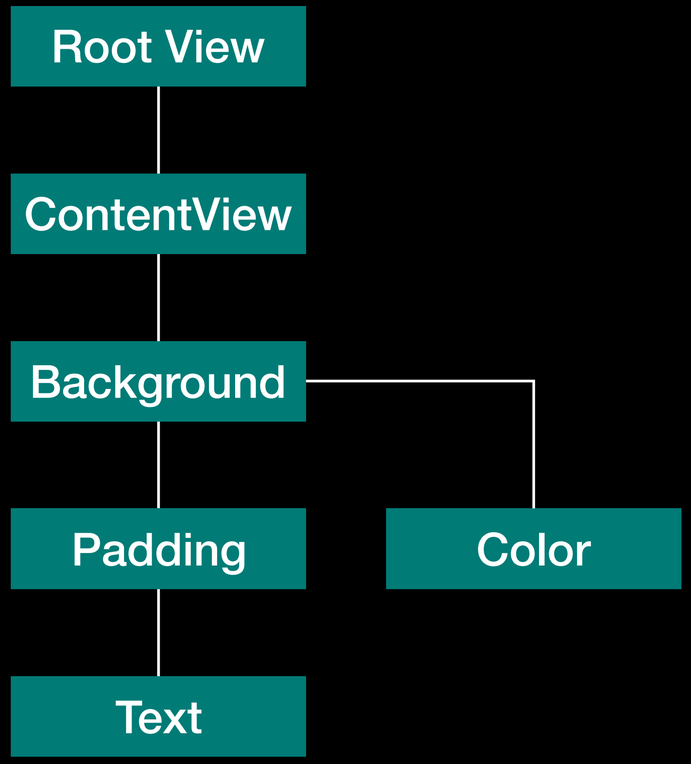

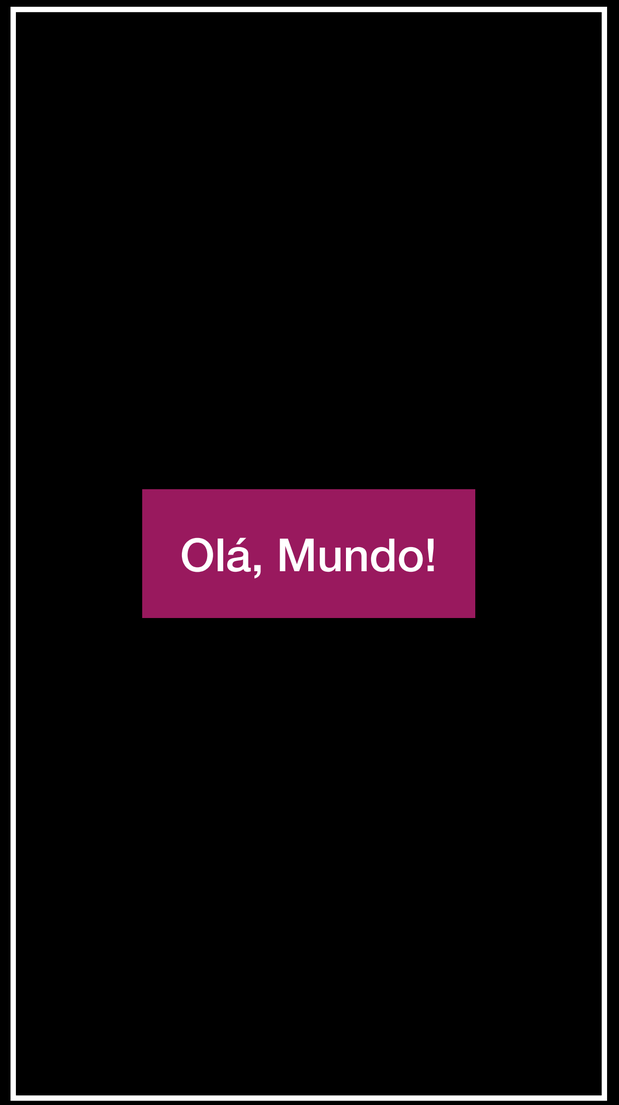

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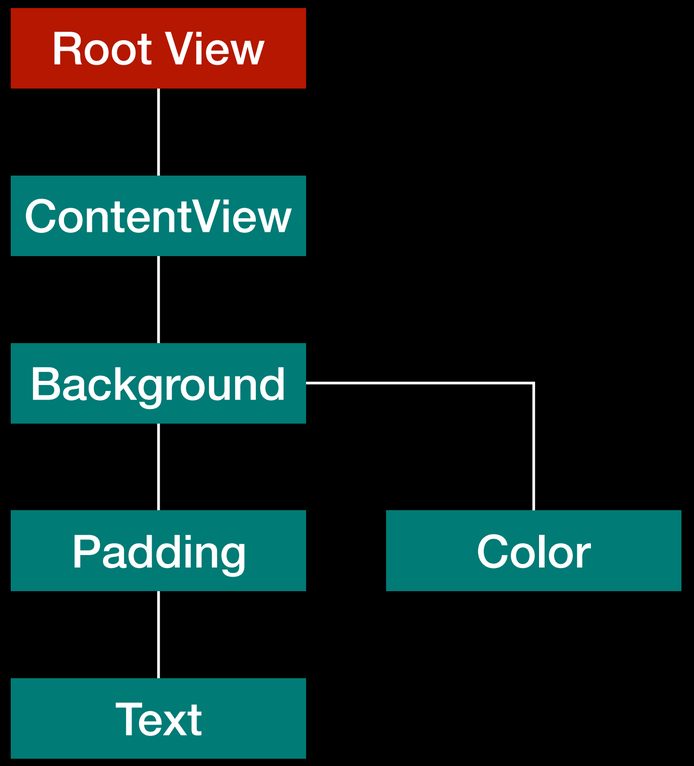

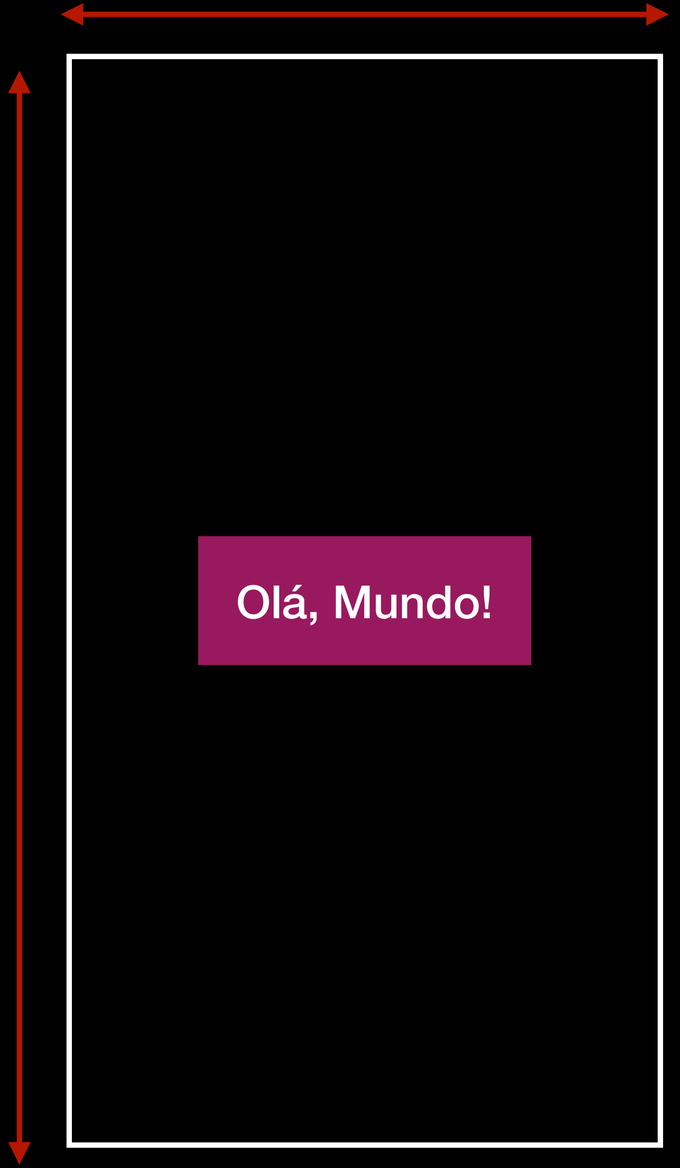

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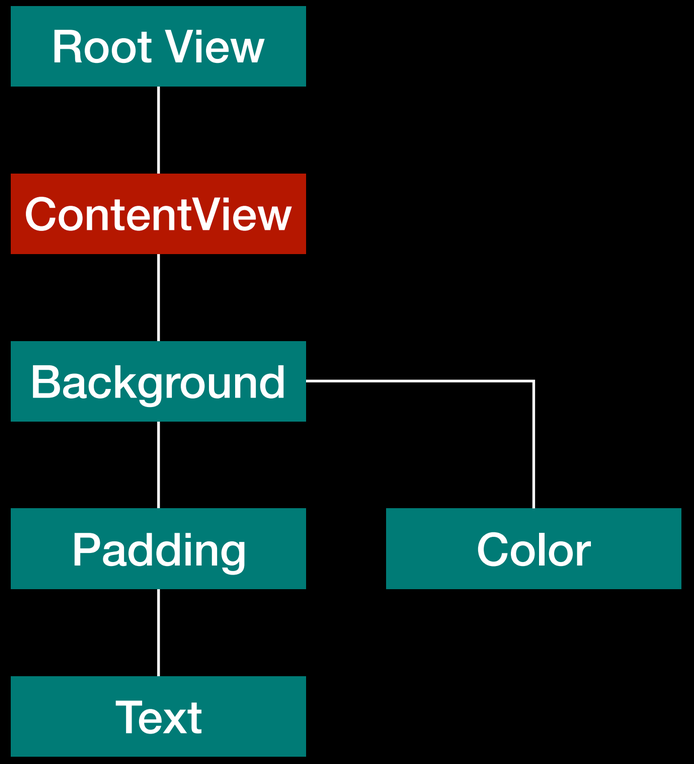

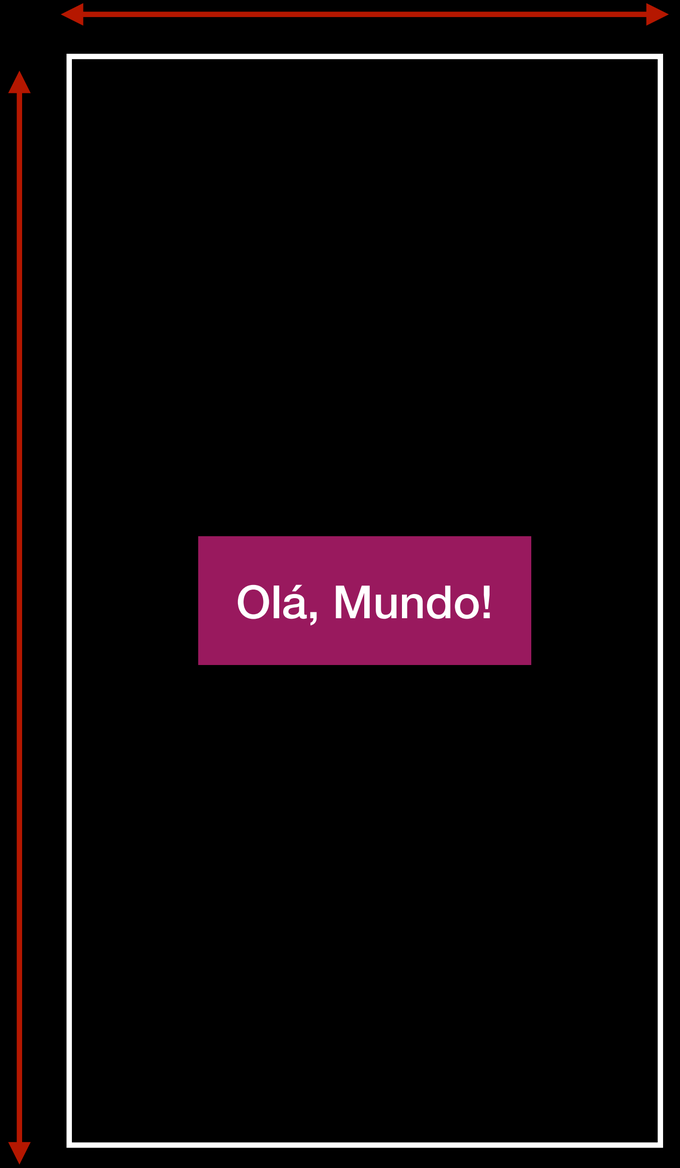

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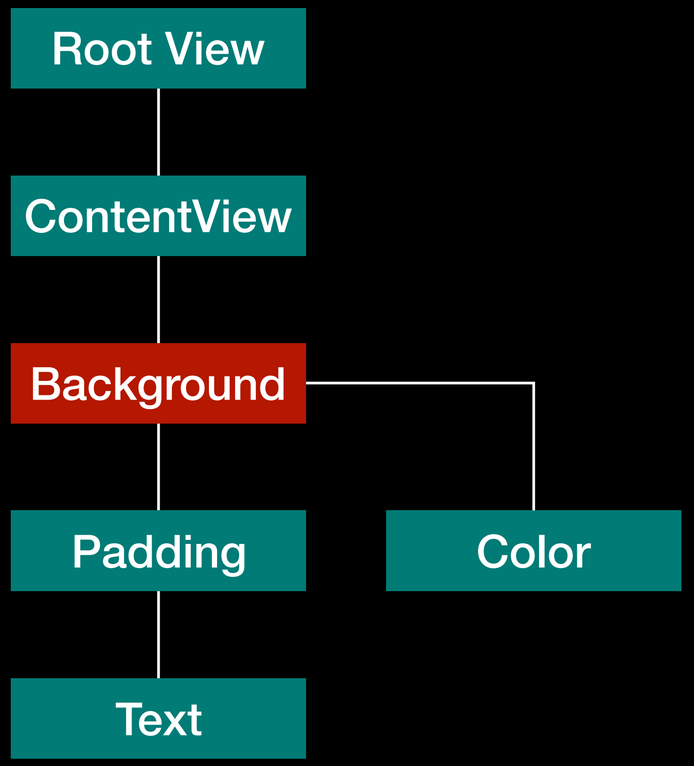

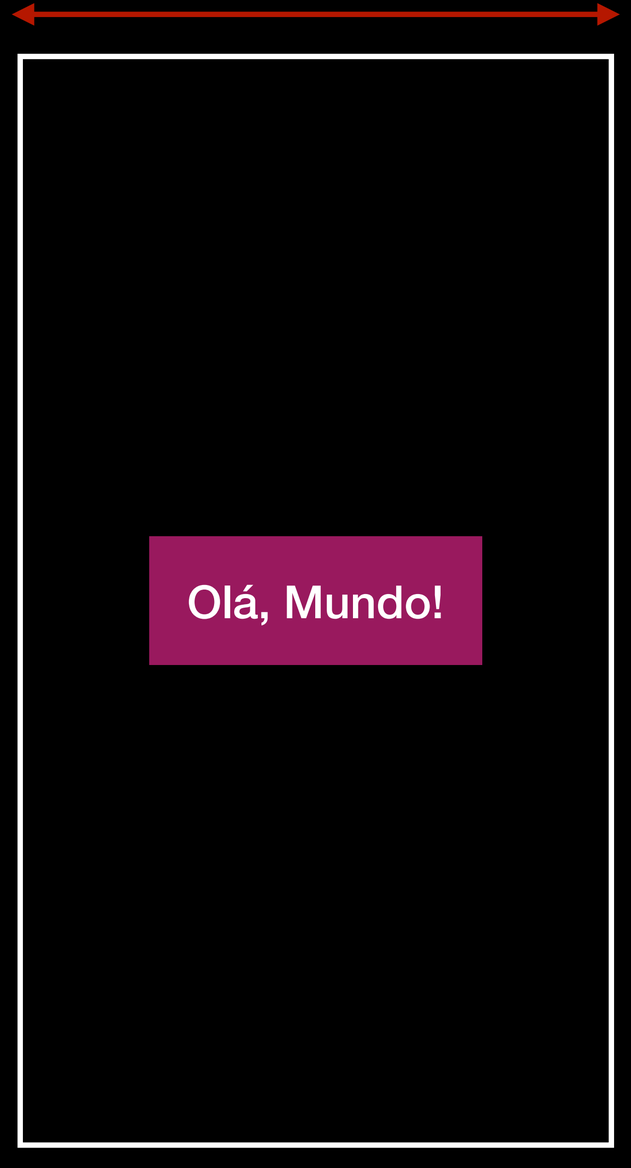

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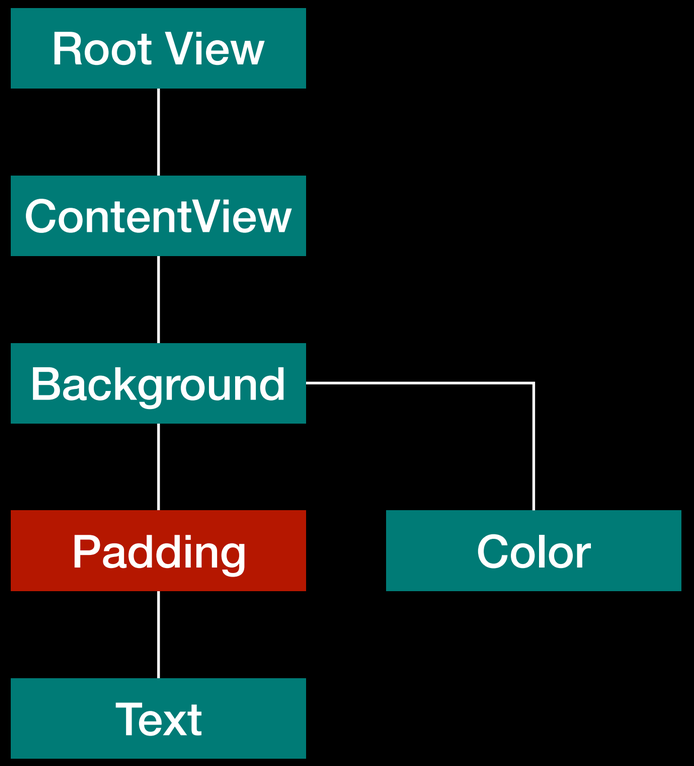

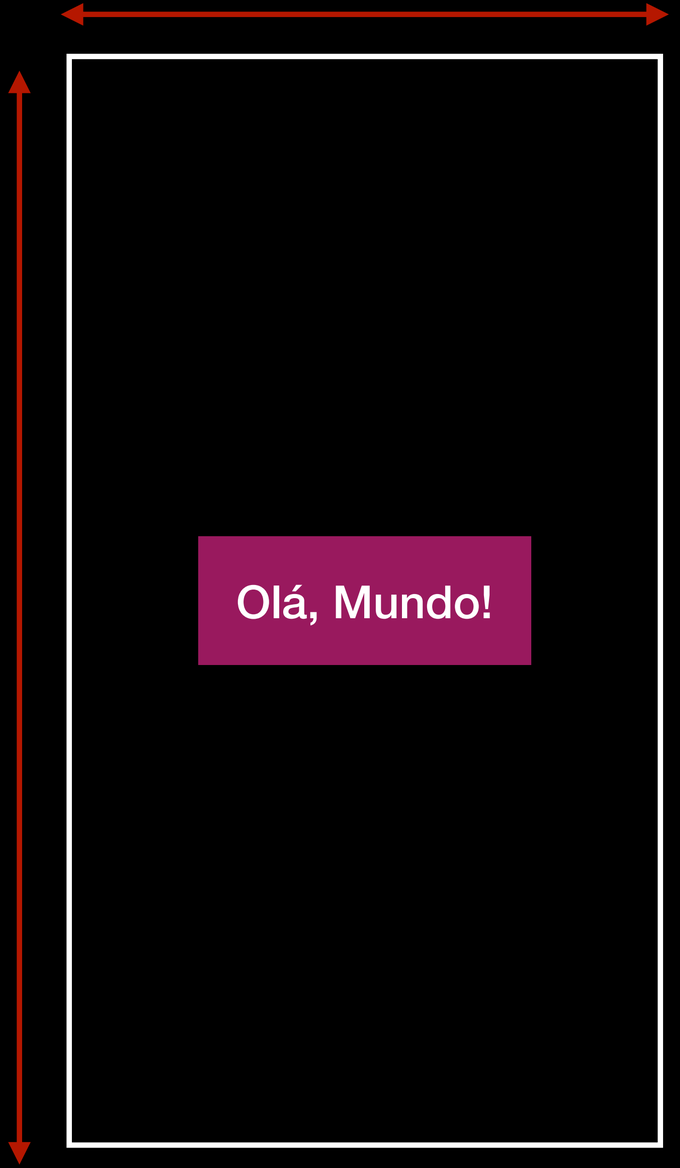

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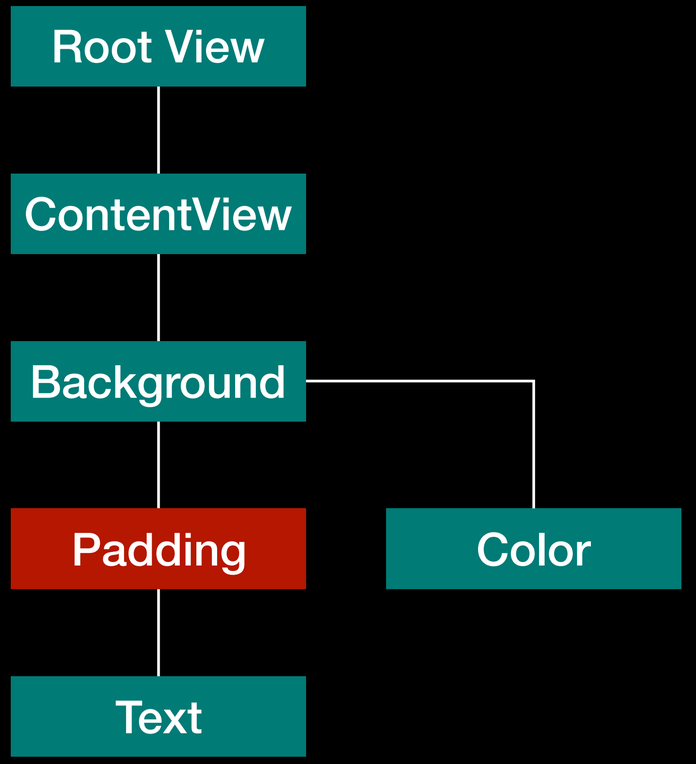

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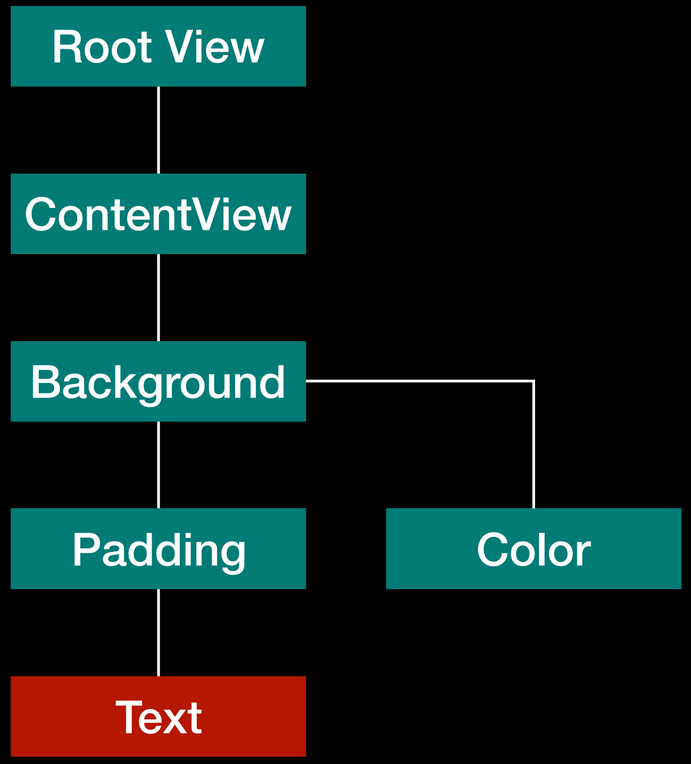

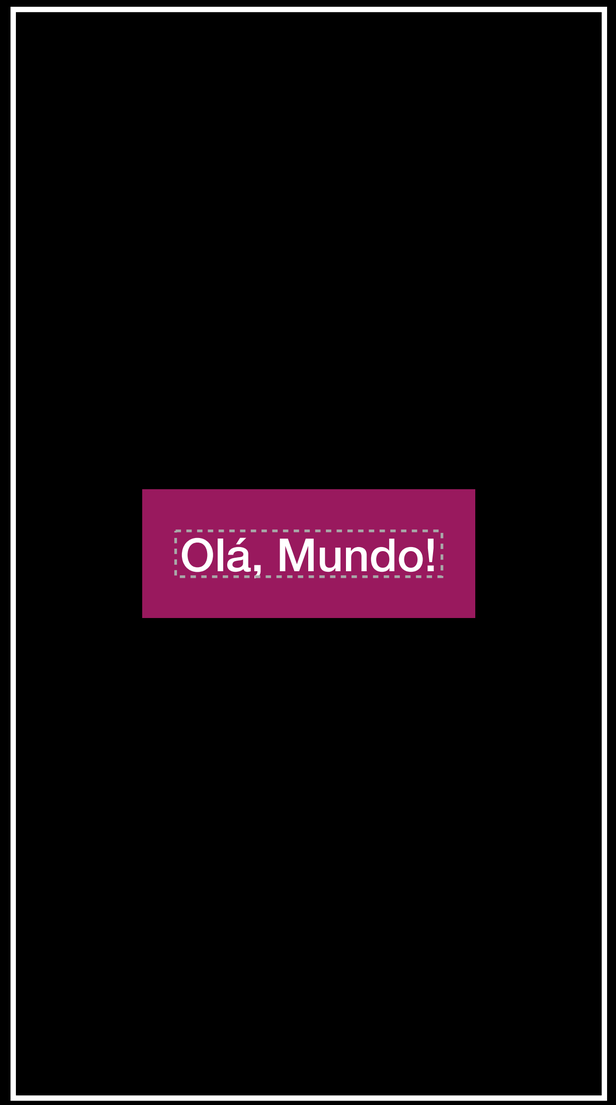

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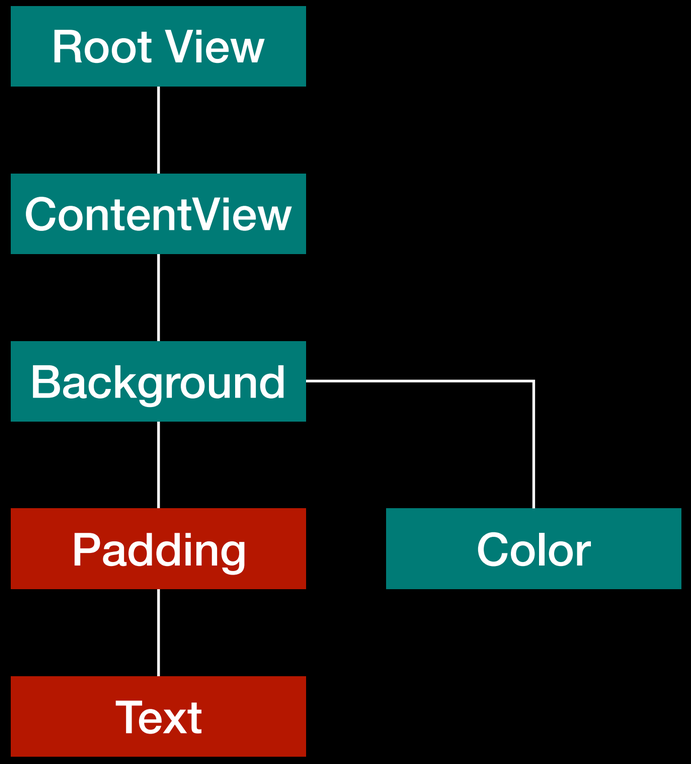

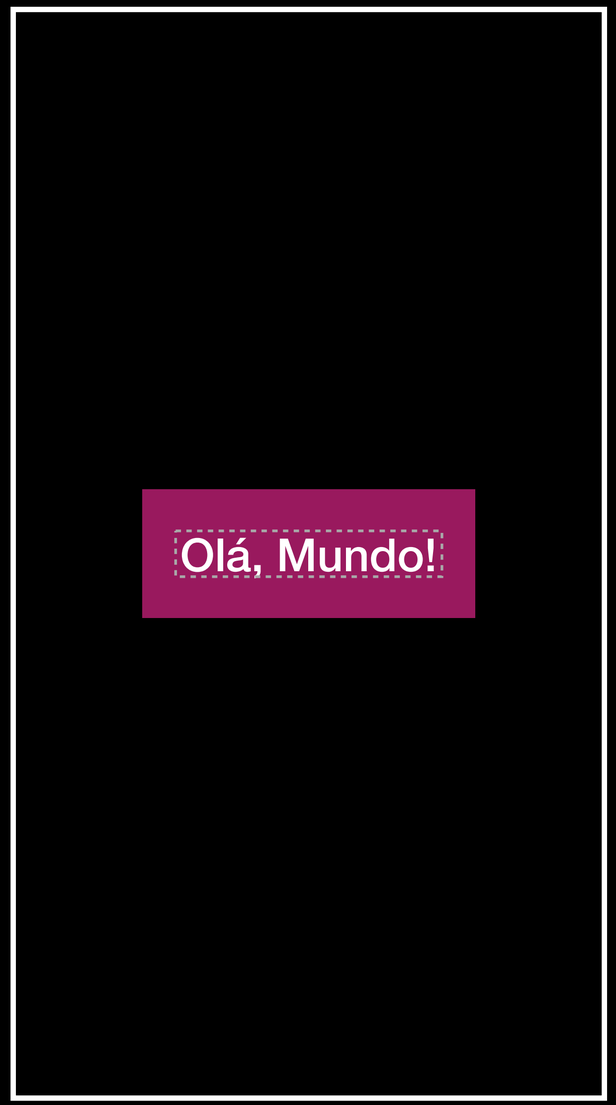

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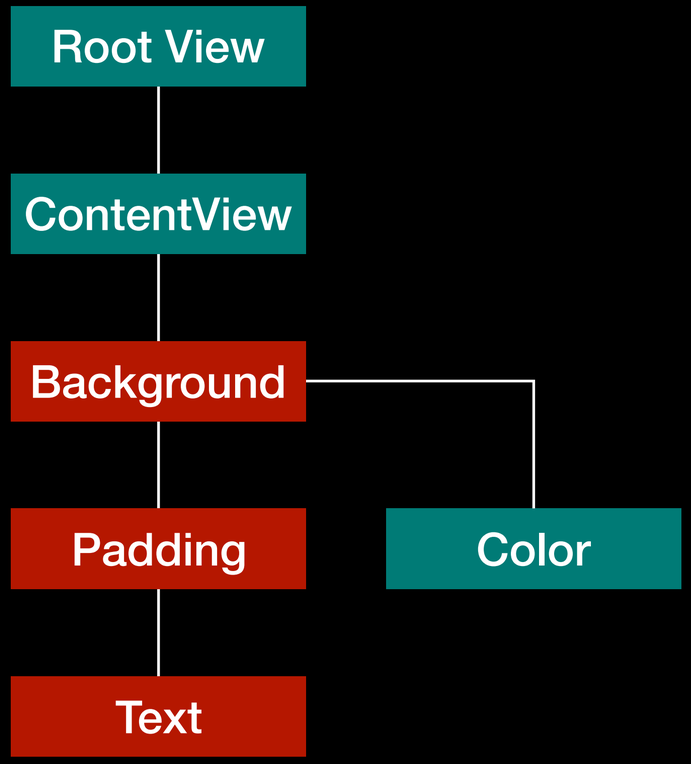

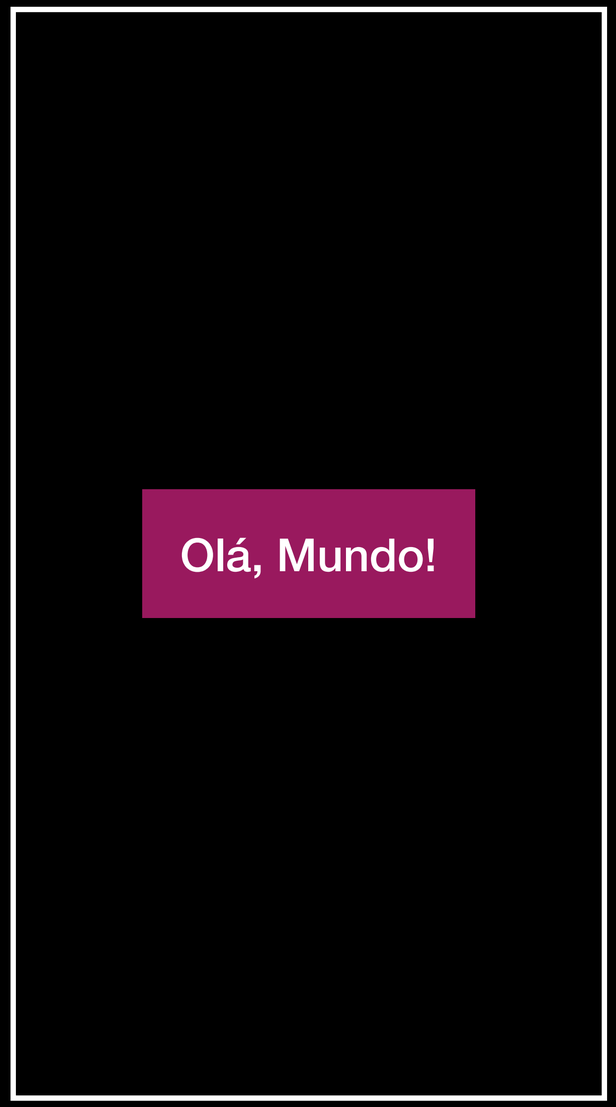

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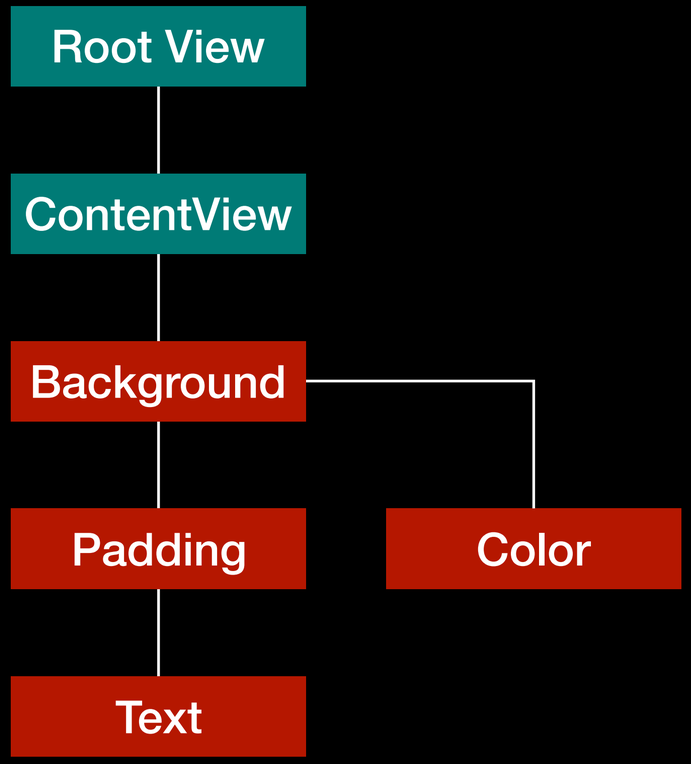

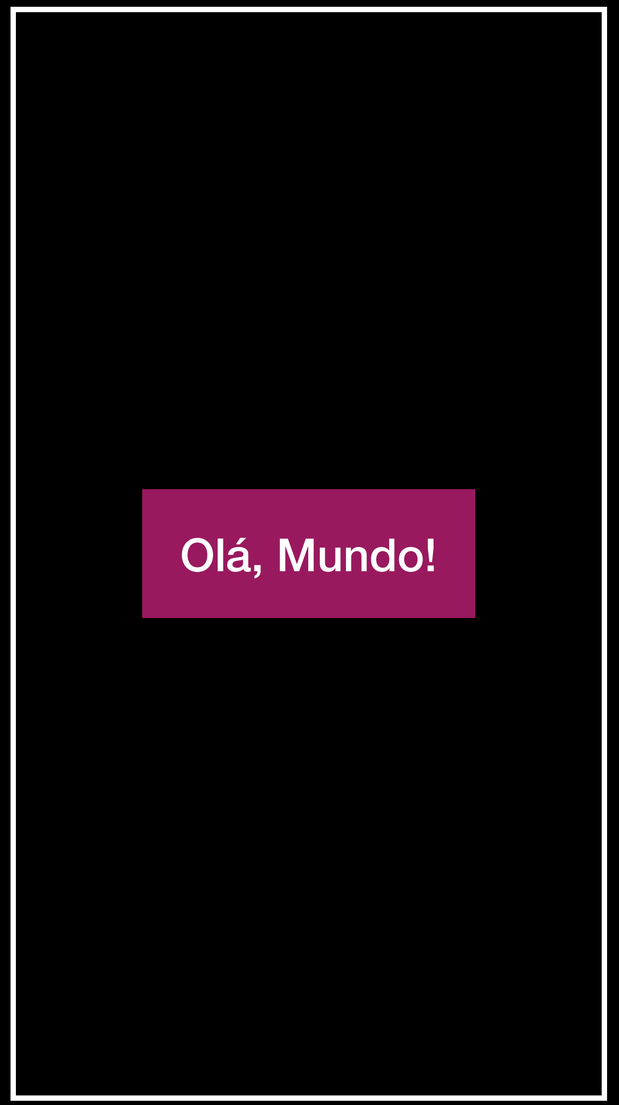

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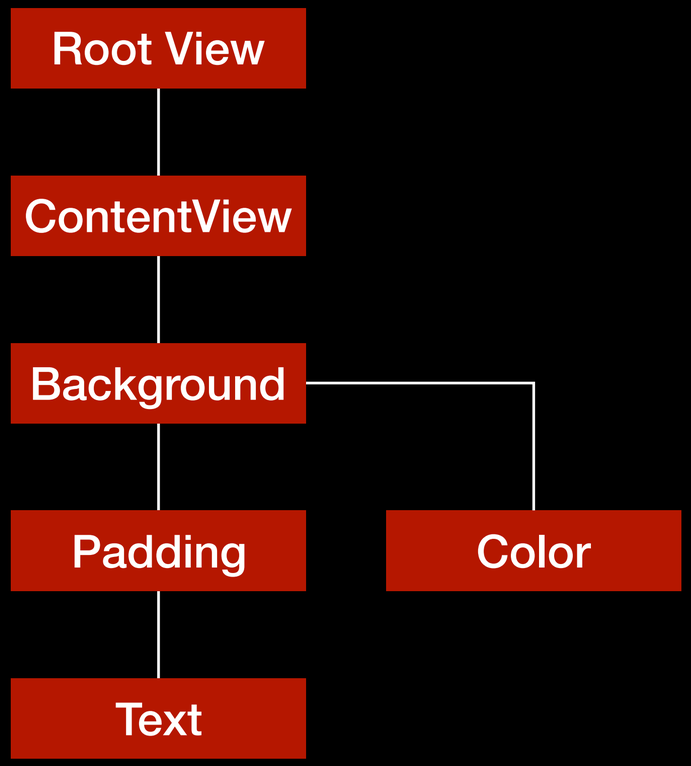

LAYOUT SYSTEM

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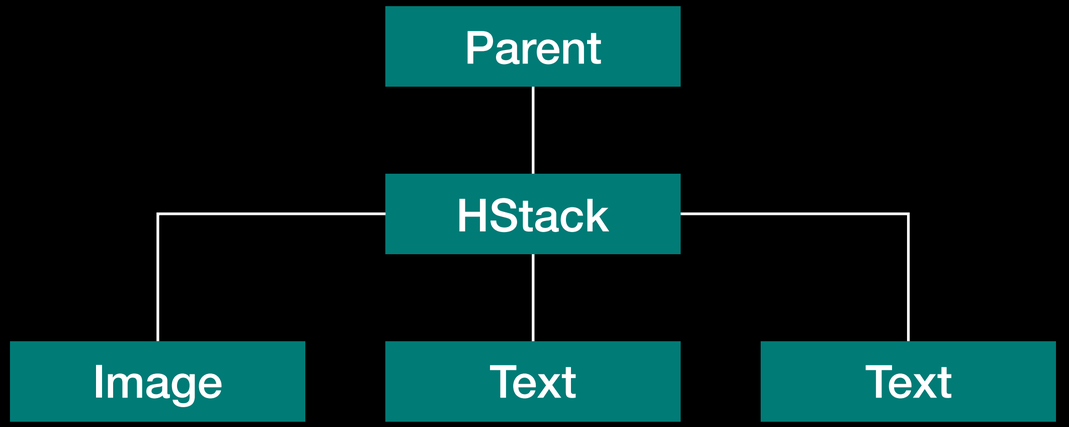
HStack {
    Image(“icon”)
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



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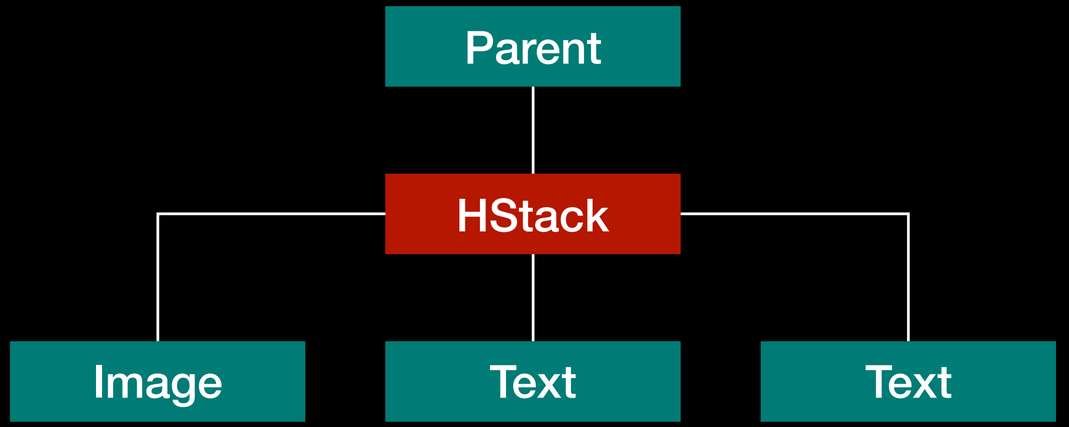

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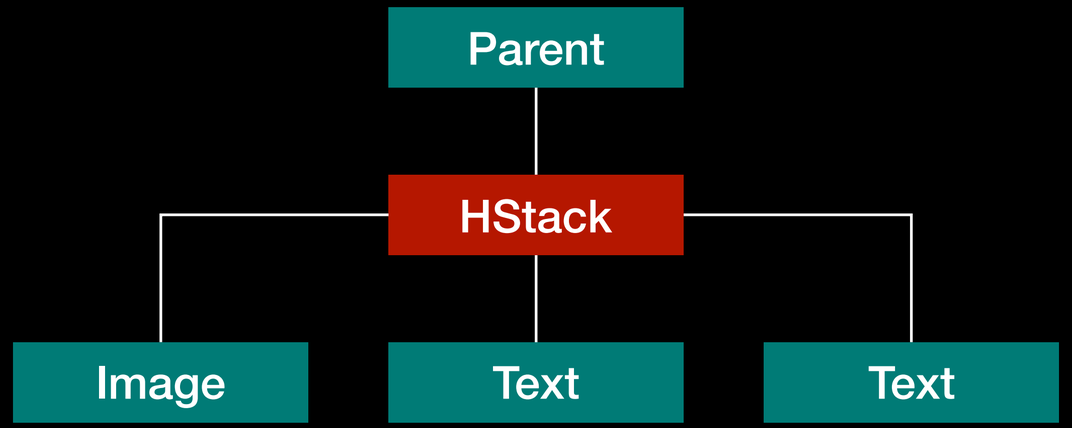

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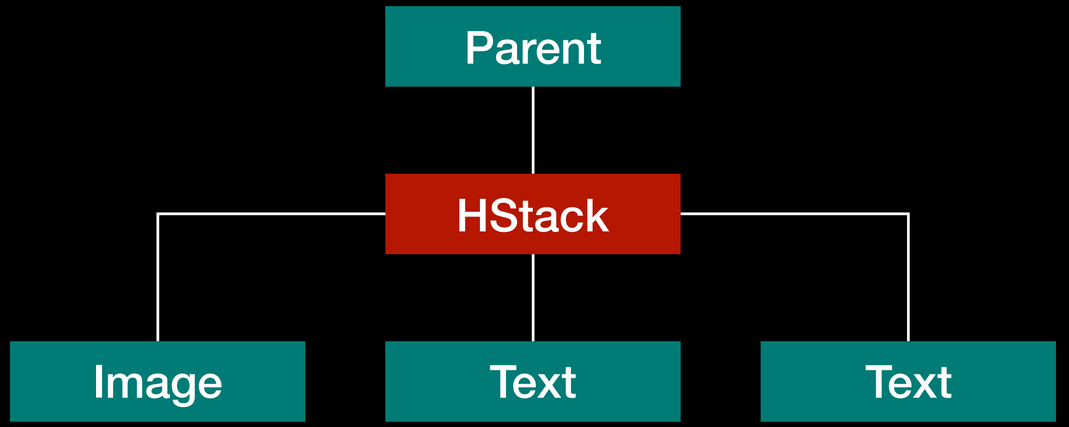

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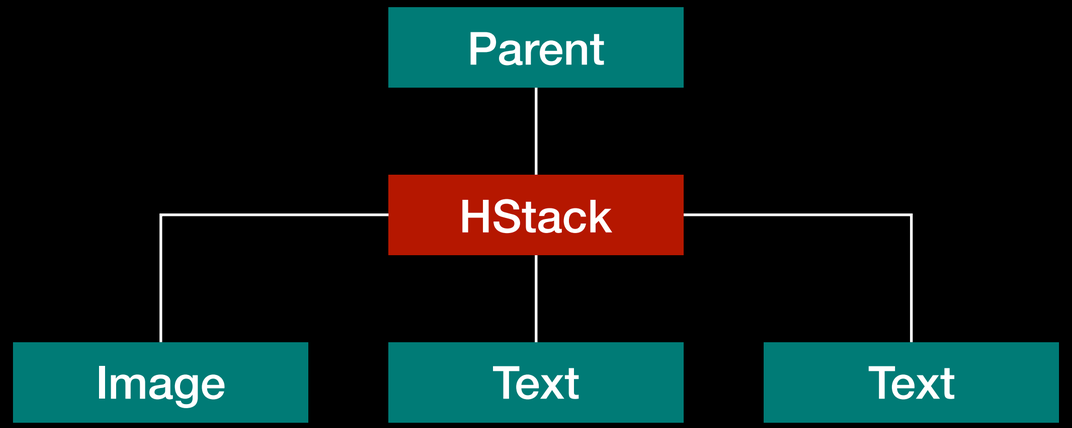
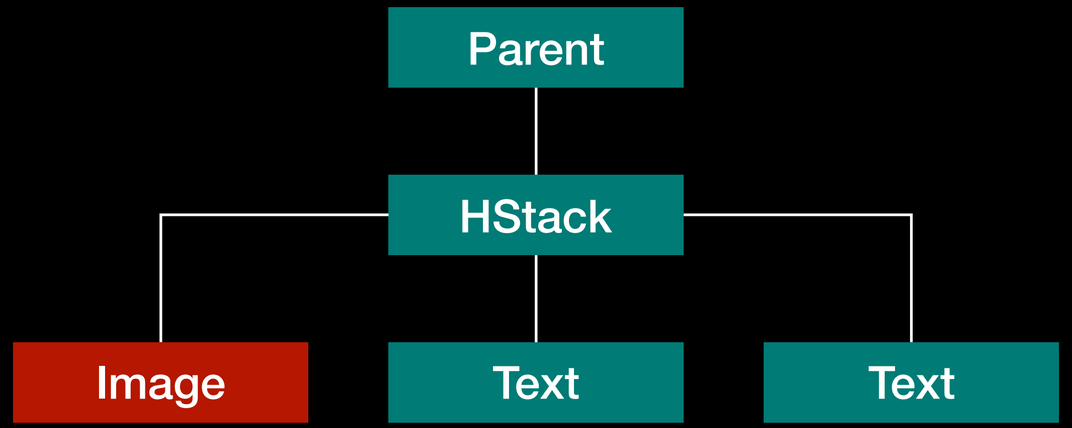


LAYOUT SYSTEM

```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



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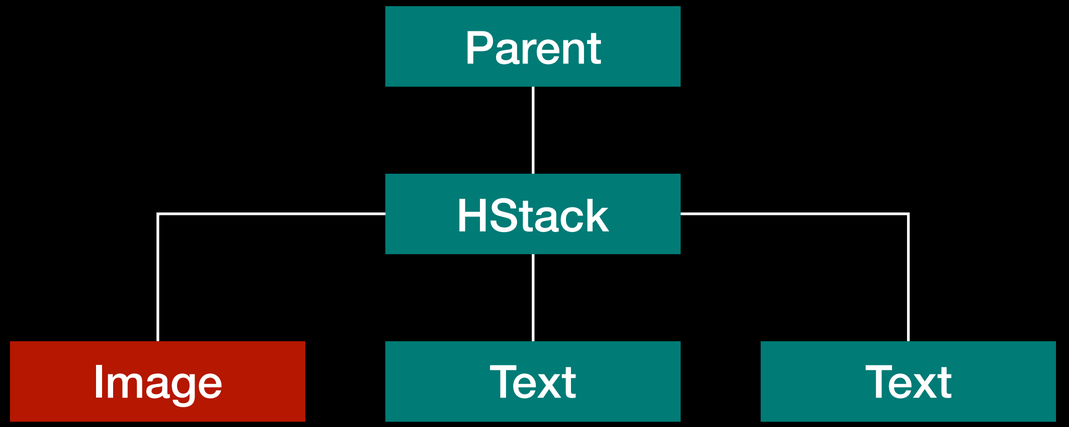

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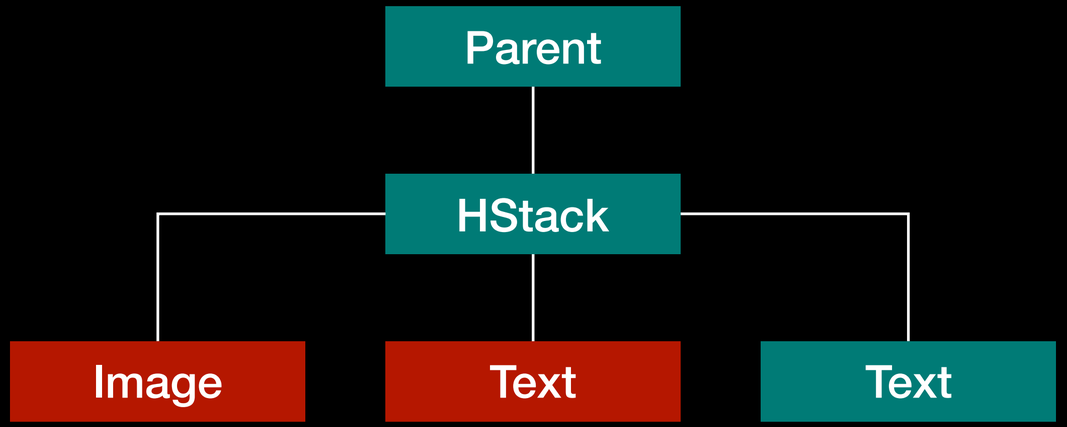

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    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```
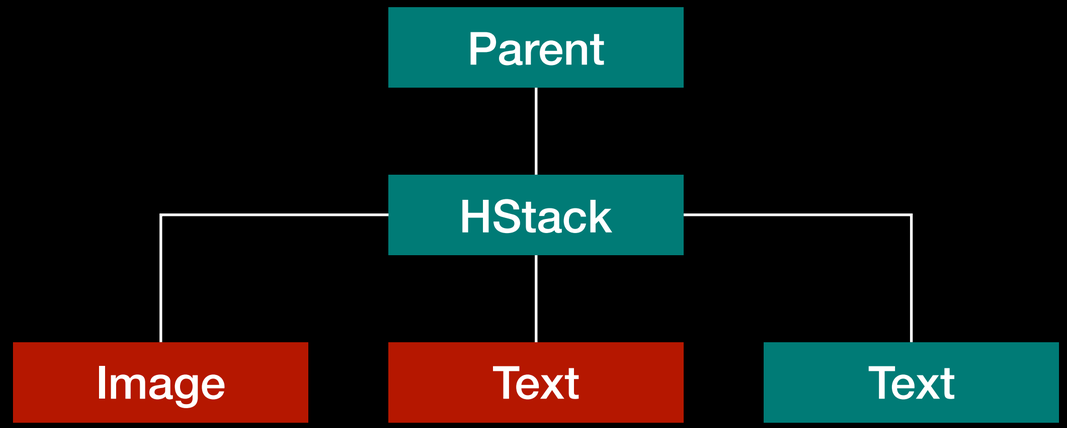
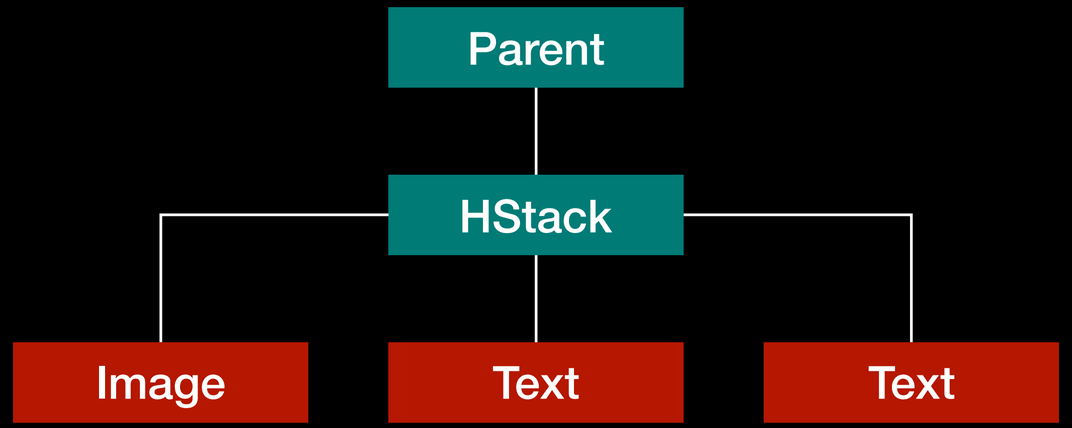



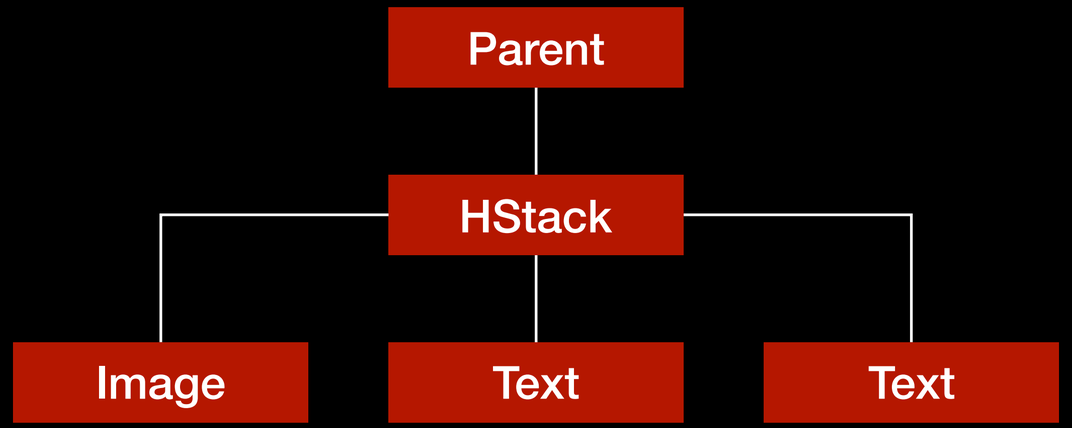
LAYOUT SYSTEM

```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



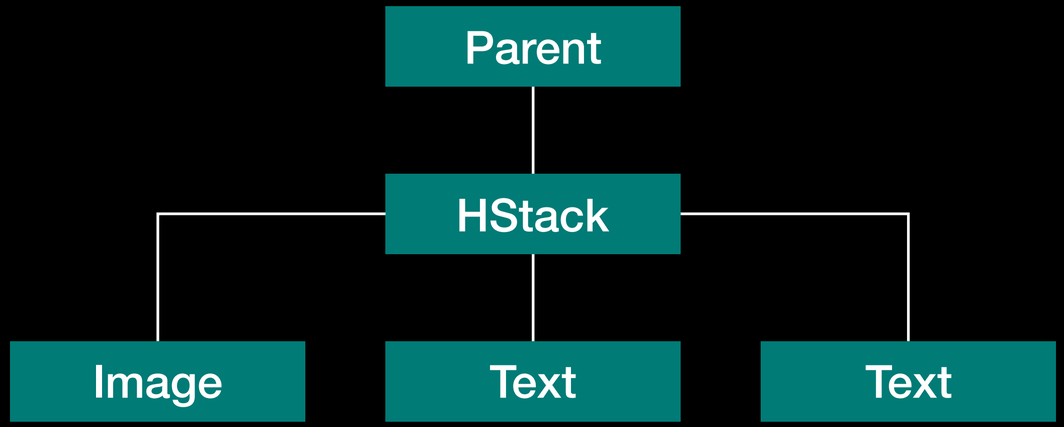
LAYOUT SYSTEM

```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



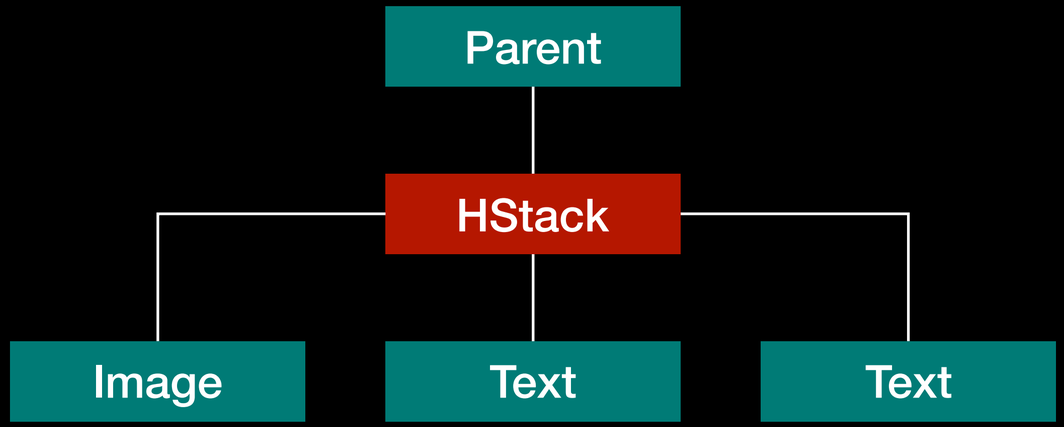
LAYOUT SYSTEM

```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



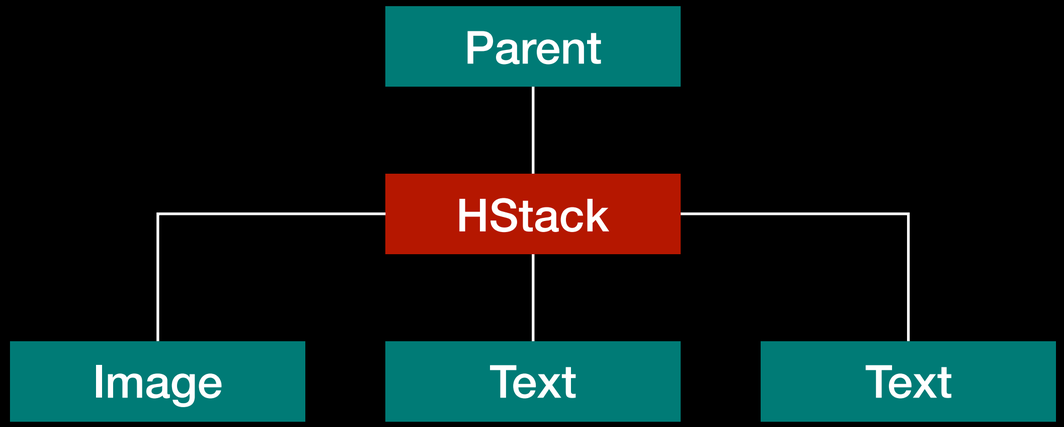
LAYOUT SYSTEM

```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



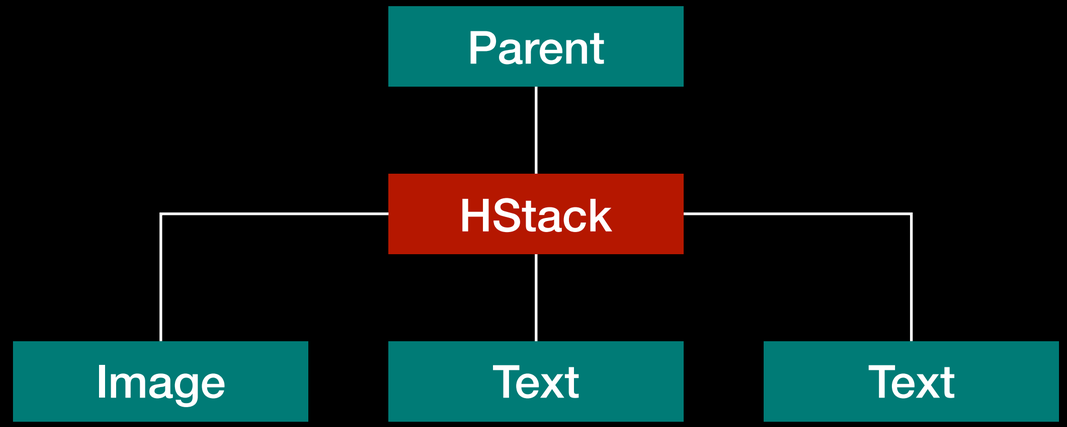
LAYOUT SYSTEM

```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



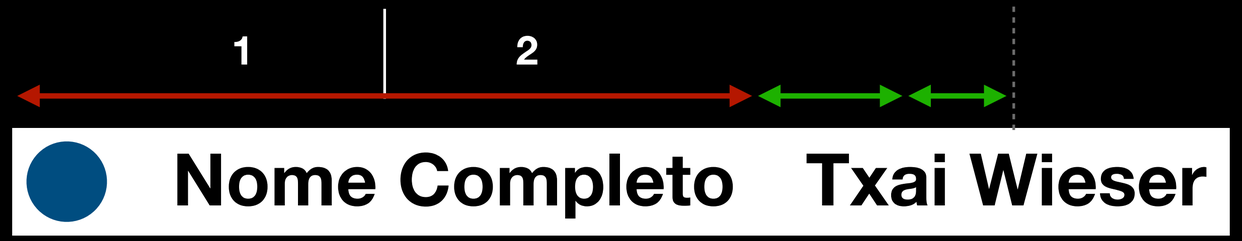
LAYOUT SYSTEM

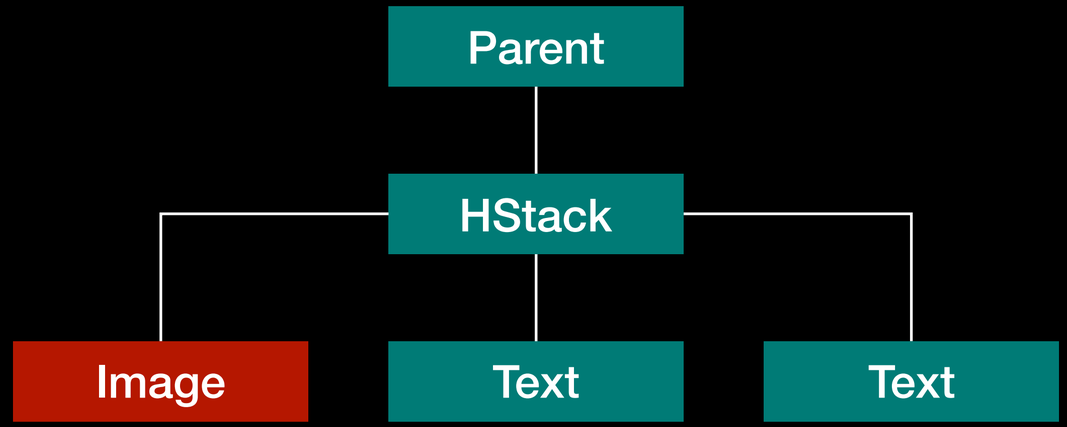
```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```



LAYOUT SYSTEM

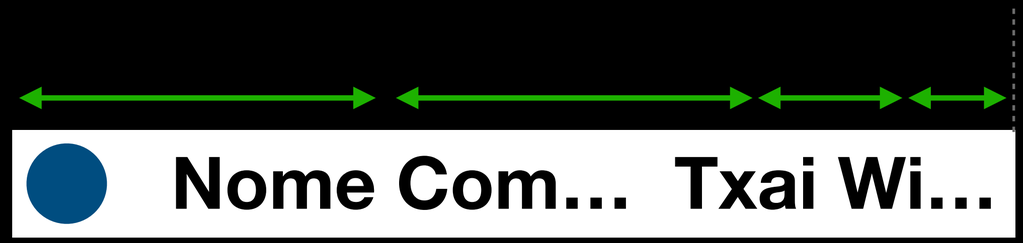
```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```

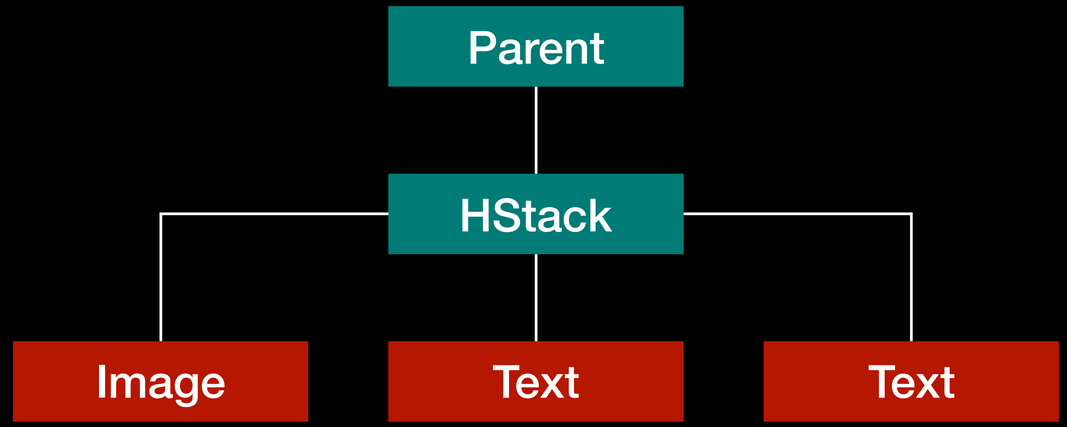




LAYOUT SYSTEM

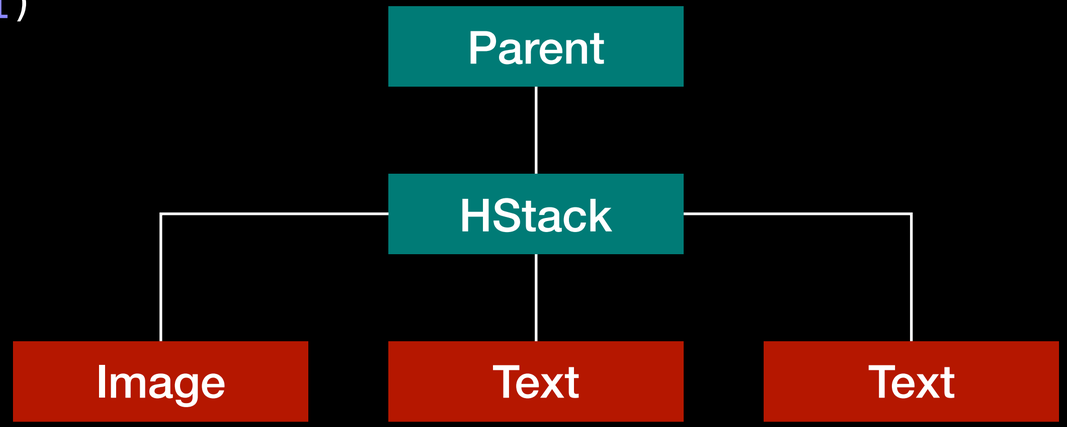
```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser")
}
    .lineLimit(1)
```





LAYOUT SYSTEM


```
HStack {
    Image(“icon”) // 30x30
    Text("Nome Completo")
    Text("Txai Wieser").layoutPriority(1)
}
    .lineLimit(1)
```

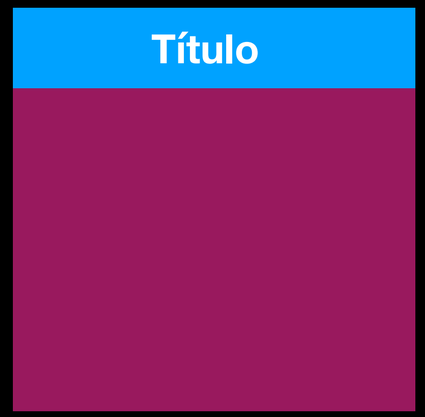


LAYOUT SYSTEM

GEOMETRY READER

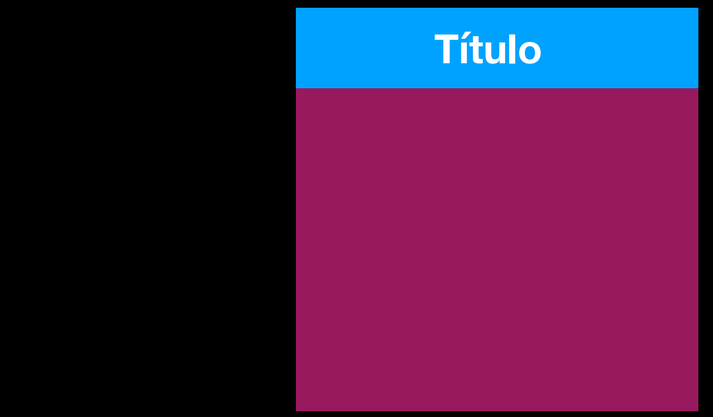
GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
       Rectangle()
           .fill(Color.purple)
  }
}
```



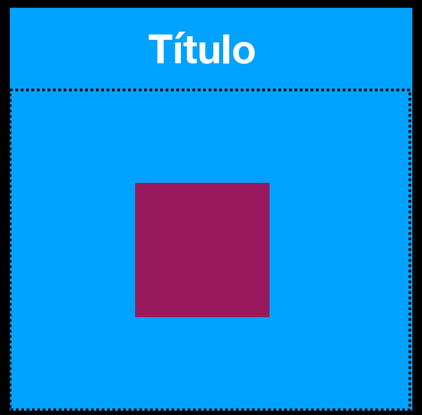
GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
       Rectangle()
           .fill(Color.purple)
           .frame(width: CGFloat?, height: CGFloat?)
   }
}
```



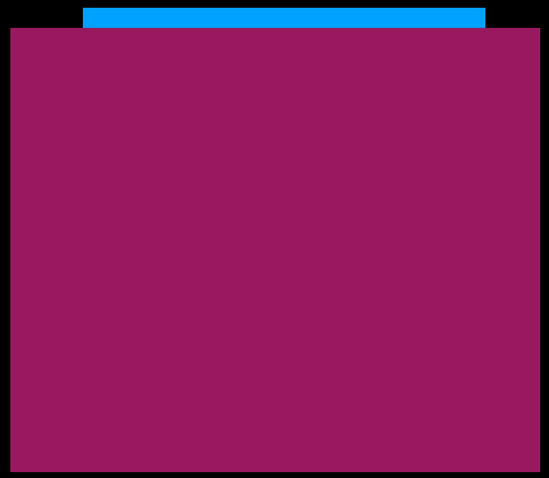
GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
       Rectangle()
           .fill(Color.purple)
           .frame(width: 50, height: 50)
   }
}
```



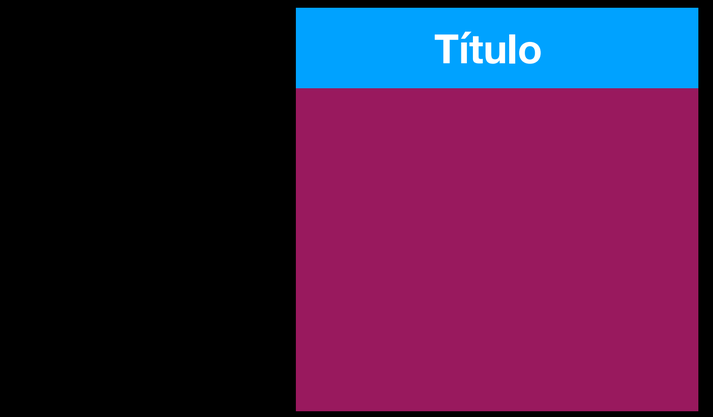
GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
       Rectangle()
           .fill(Color.purple)
           .frame(width: 400, height: 200)
   }
}
```



GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
       Rectangle()
           .fill(Color.purple)
           .frame(width: CGFloat?, height: CGFloat?)
   }
}
```



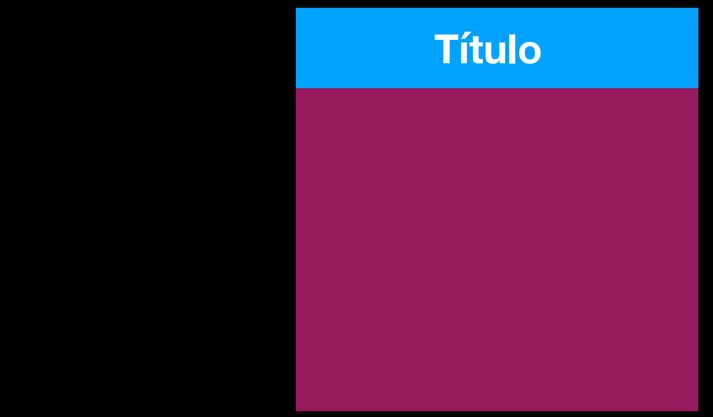
GEOMETRY READER

```
/// A container view that defines its content as a function of its own
/// size and coordinate space. Returns a flexible preferred size to its
/// parent layout.
public struct GeometryReader<Content>: View where Content : View {

    public var content: (GeometryProxy) -> Content

    @inlinable public init(@ViewBuilder content: @escaping (GeometryProxy) -> Content)
    …
}
```

```
/// Acts as a proxy for access to the size and coordinate space (for
/// anchor resolution) of the container view.
public struct GeometryProxy {
    /// The size of the container view.
    public var size: CGSize { get }
    …
    /// The container view's bounds rectangle converted to a defined
    /// coordinate space.
    public func frame(in coordinateSpace: CoordinateSpace) -> CGRect
}
```

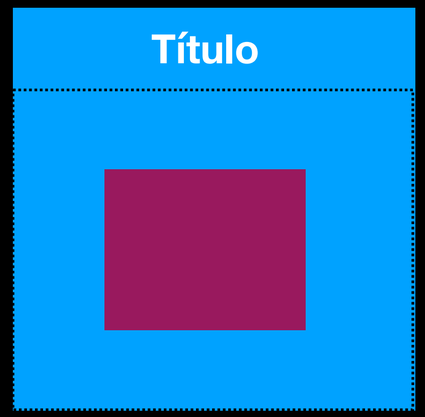
GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
       Rectangle()
           .fill(Color.purple)
           .frame(width: CGFloat?, height: CGFloat?)
   }
}
```



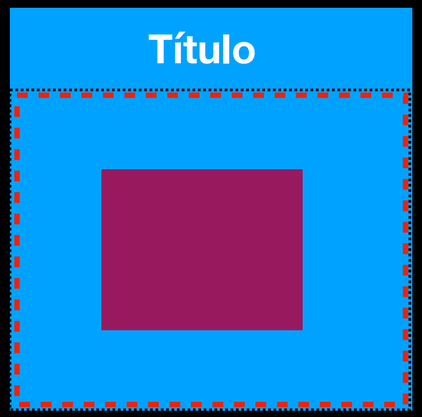
GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
        GeometryReader { geometry in
            Rectangle()
                .fill(Color.purple)
                .frame(
                    width: geometry.size.width/2,
                    height: geometry.size.height/2
                )
        }
    }
}
```



GEOMETRY READER

```
struct ContentView : View {

    var body: some View {
        VStack {
            Text("Header")
            CustomView()
        }
            .frame(width: 300, height: 200)
            .background(Color.blue)
    }
}

struct CustomView: View {

    var body: some View {
        GeometryReader { geometry in
            Rectangle()
                .fill(Color.purple)
                .frame(
                    width: geometry.size.width/2,
                    height: geometry.size.height/2
                )
        }
    }
}
```



Views em SwiftUI são como **receitas**

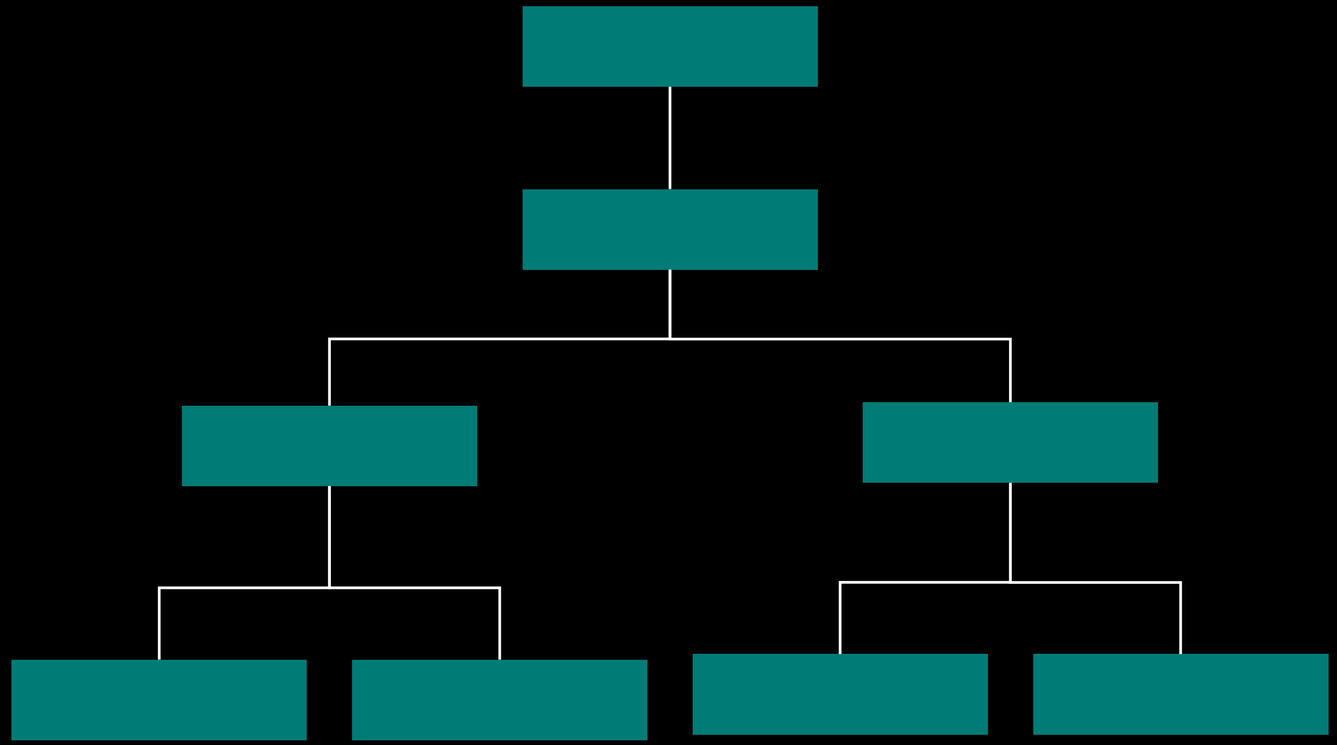
Views em SwiftUI são como **receitas**

Não meça o **tamanho** de uma view, mas sim inclua um **medidor** na receita.

GEOMETRY READER

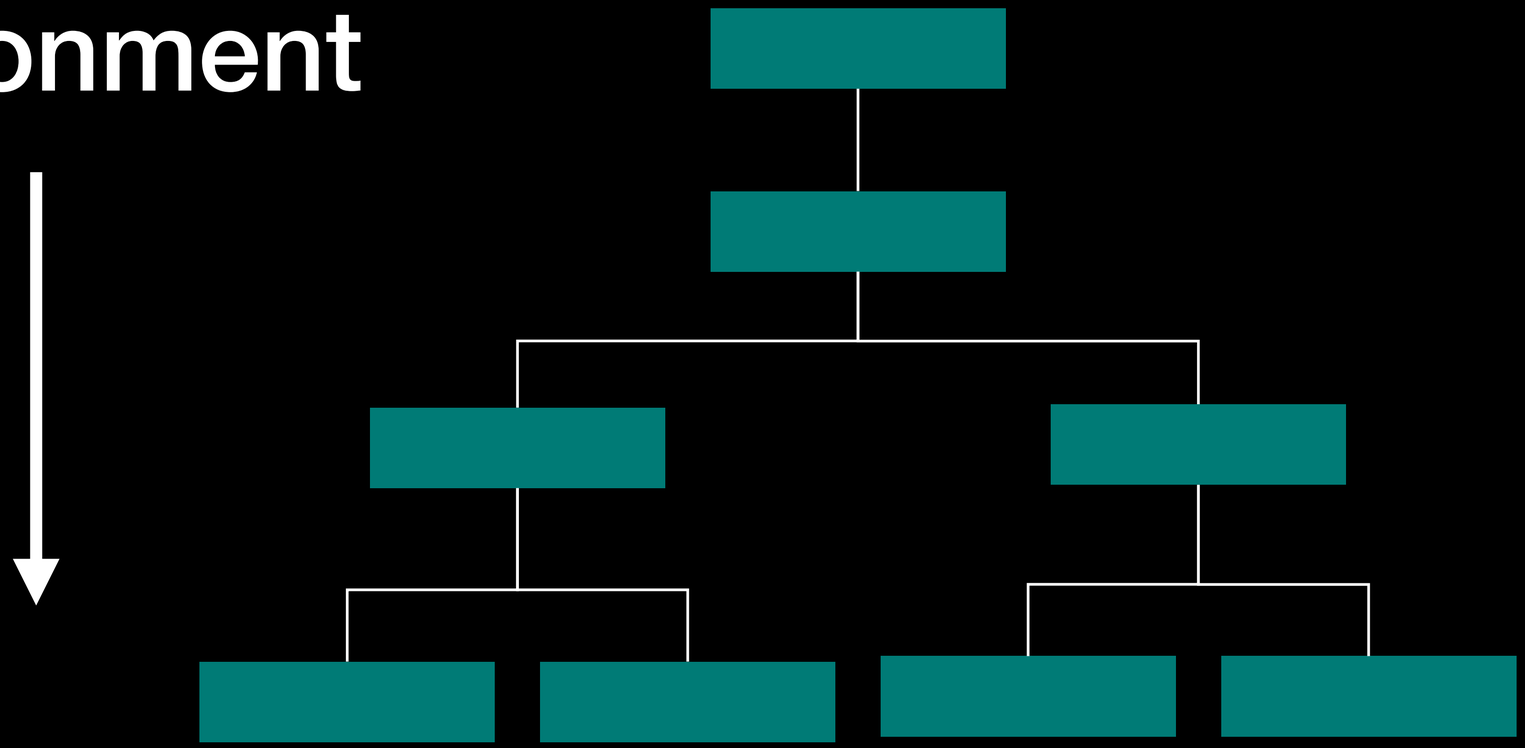
FLUXO DE DADOS

FLUXO DE DADOS



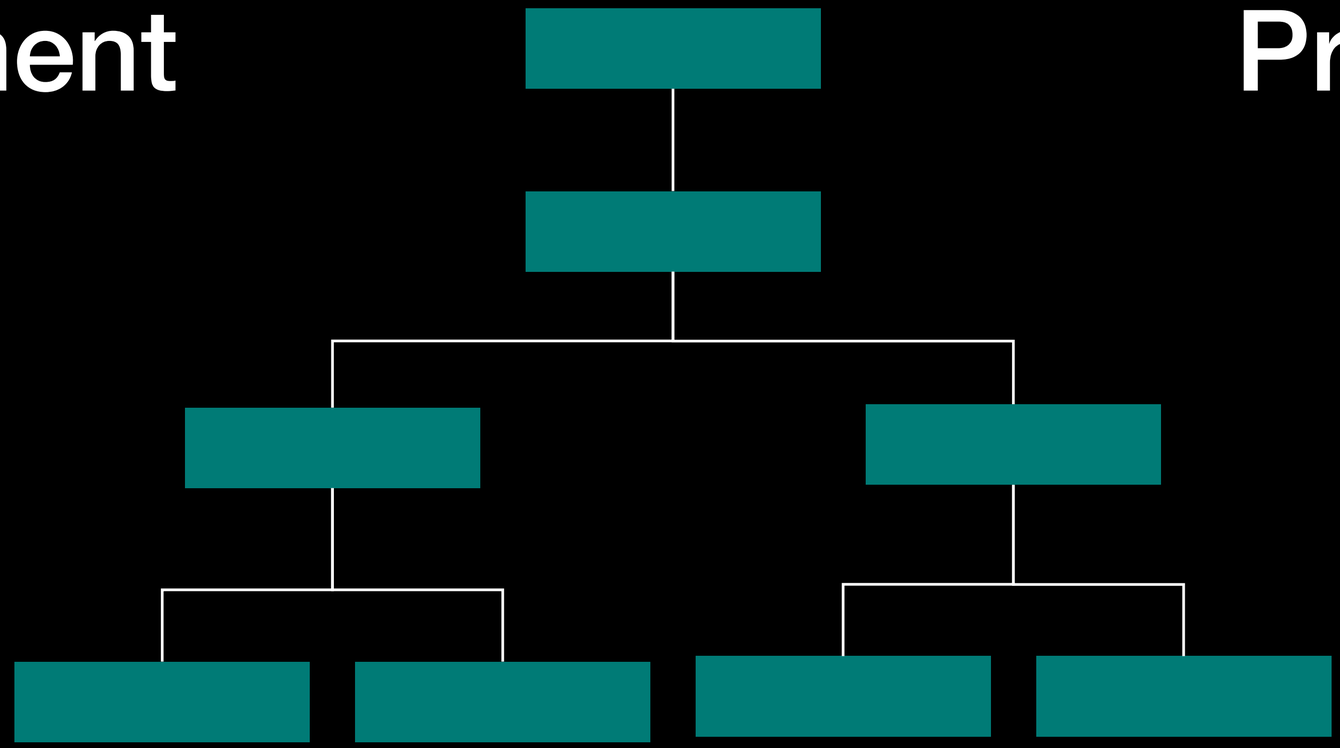
FLUXO DE DADOS

Environment



FLUXO DE DADOS

Environment



Preferences

ENVIRONMENT

ENVIRONMENT

Conjunto de **informações** passadas de uma view para seus **filhos.**

ENVIRONMENT

```
struct ContentView: View {
    var body: some View {
        VStack {
            HStack {
                Text("Title")
                Spacer()
                Text("Detail")
            }
                .font(.headline)

            HStack {
                Text("Subtitle")
                Spacer()
                Text("Info")
            }
                .font(.subheadline)
        }
            .lineLimit(1)
    }
}
```

Title **Detail**

Subtitle Info

ENVIRONMENT

```
struct ContentView: View {
    var body: some View {
        VStack {
            HStack {
                Text("Title")
                Spacer()
                Text("Detail")
            }
                .font(.headline)

            HStack {
                Text("Subtitle")
                Spacer()
                Text("Info")
            }
                .font(.subheadline)
        }
            .lineLimit(1)
    }
}
```

Title **Detail**

Subtitle Info

ENVIRONMENT

```
struct ContentView: View {
    var body: some View {
        VStack {
            HStack {
                Text("Title")
                Spacer()
                Text("Detail")
            }
                .environment(\.font, .headline)

            HStack {
                Text("Subtitle")
                Spacer()
                Text("Info")
            }
                .environment(\.font, .subheadline)
        }
            .environment(\.lineLimit, 1)
    }
}
```

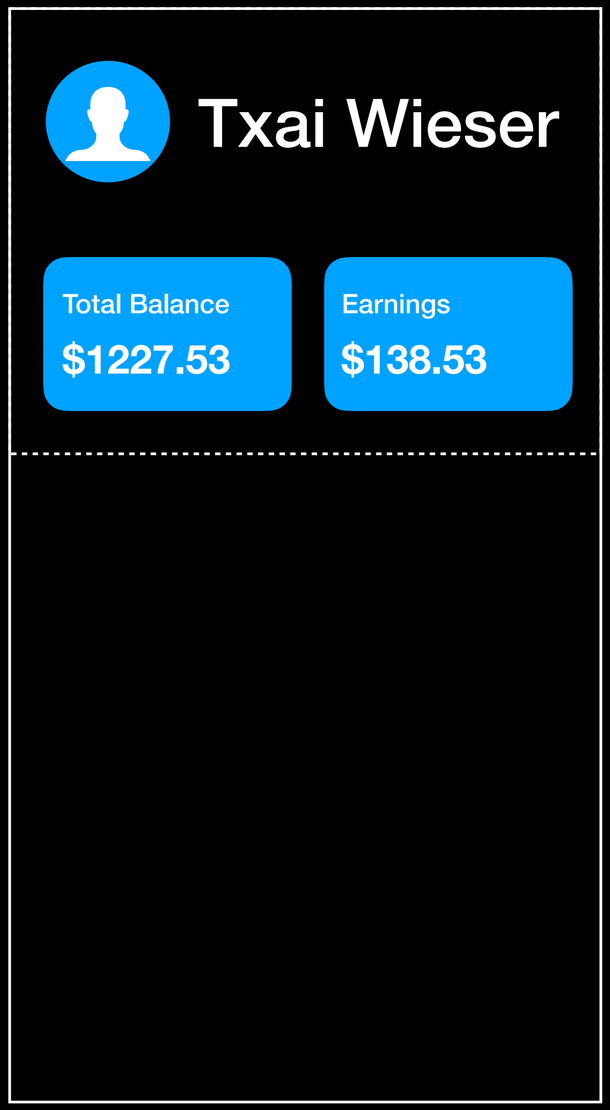
Title **Detail**

Subtitle Info

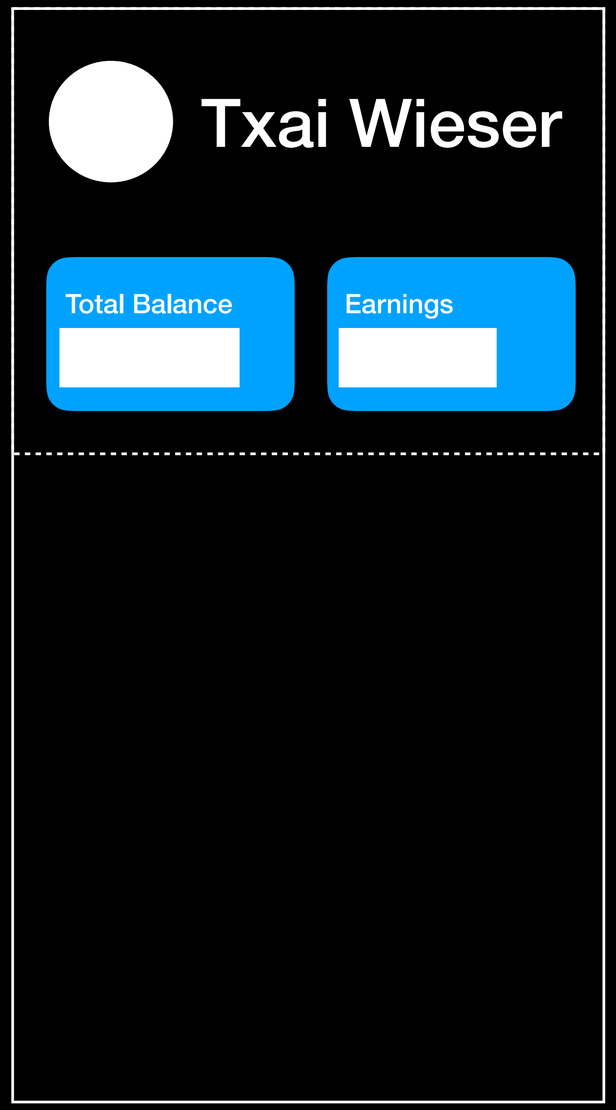
ENVIRONMENT

```
extension EnvironmentValues {
    public var isEnabled: Bool
    public var font: Font?
    public var lineLimit: Int?
    public var layoutDirection: LayoutDirection
    public var colorScheme: ColorScheme

    public var disableAutocorrection: Bool?
    public var sizeCategory: ContentSizeCategory
    public var managedObjectContext: NSManagedObjectContext

    public var displayScale: CGFloat
    public var imageScale: Image.Scale
    public var locale: Locale
    public var calendar: Calendar
    public var timeZone: TimeZone

    public var horizontalSizeClass: UserInterfaceSizeClass?
    public var verticalSizeClass: UserInterfaceSizeClass?

    public var editMode: Binding<EditMode>?
    public var presentationMode: Binding<PresentationMode>
    …
}
```

ENVIRONMENT

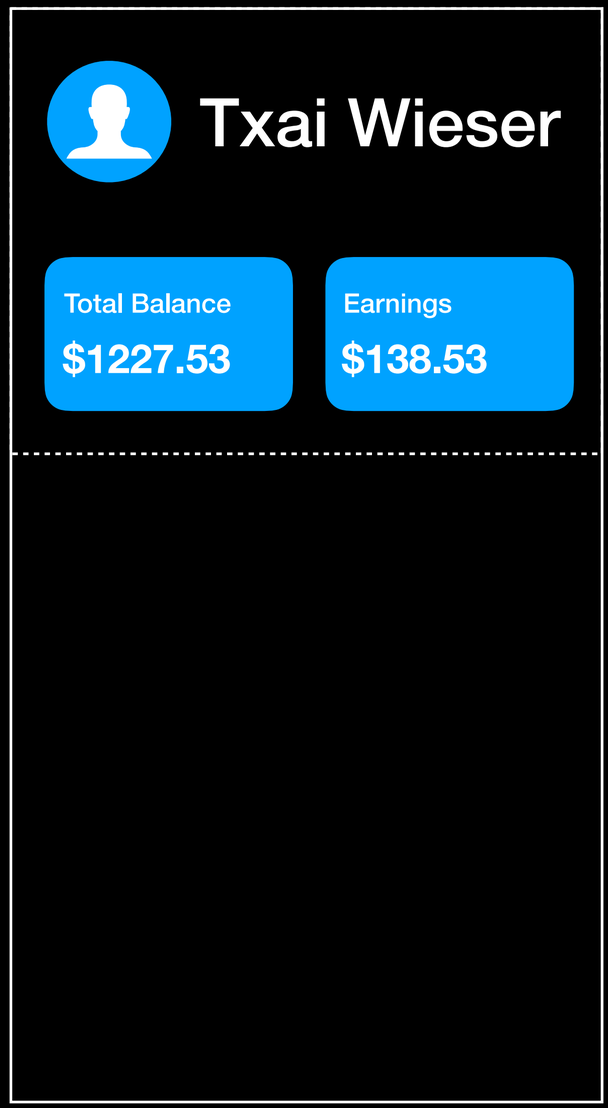


ENVIRONMENT



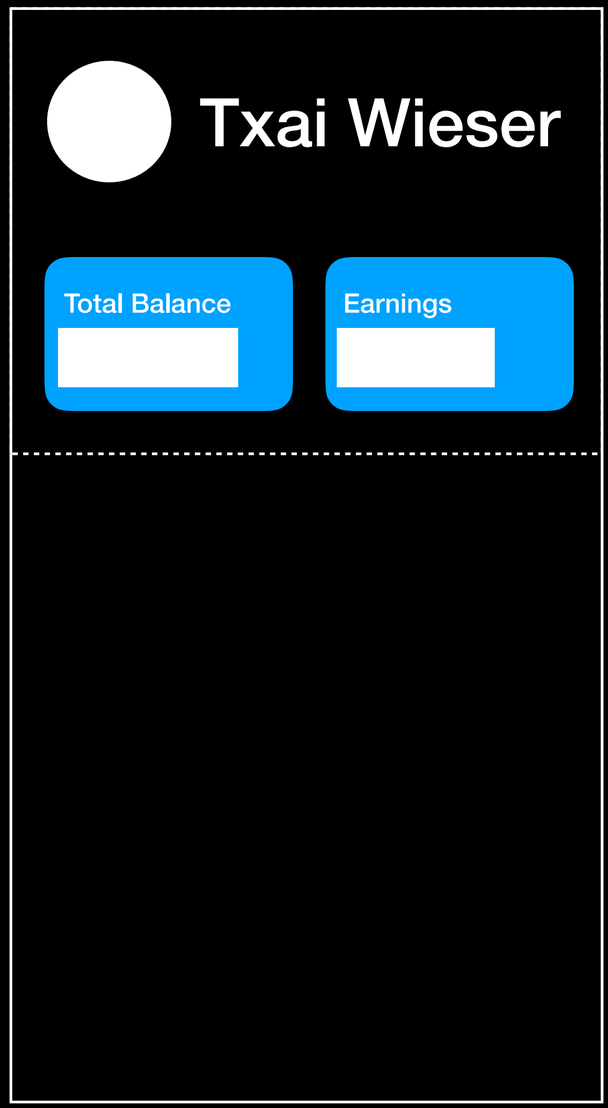
ENVIRONMENT

```
struct RedactInfo: EnvironmentKey {
    typealias Value = Bool
    static let defaultValue: Value = false
}

extension EnvironmentValues {
    var isRedacted: Bool {
        get { return self[RedactInfo.self] }
        set { self[RedactInfo.self] = newValue }
    }
}
```



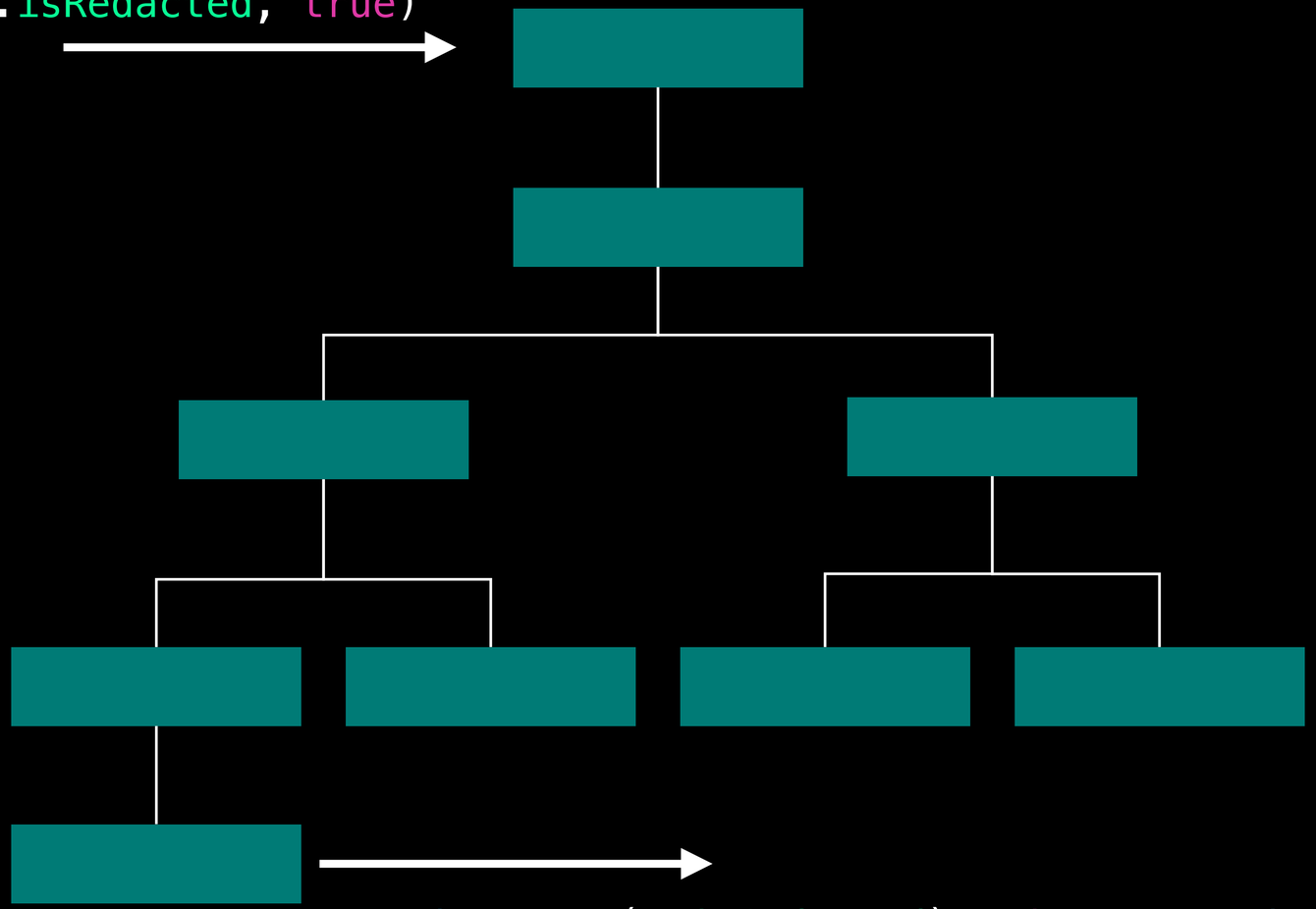
ENVIRONMENT

```swift
//  SceneDelegate.swift

let appView = AppView()

UIHostingController(
    rootView: appView.environment(\.isRedacted, true)
)



//  CurrencyLabel.swift

struct CurrencyLabel: View {
    var value: String
    @Environment(\.isRedacted) private var isRedacted

    var body: some View {
        Text(value)
            .overlay(isRedacted ? Color.primary : Color.clear)
    }
}
```



ENVIRONMENT

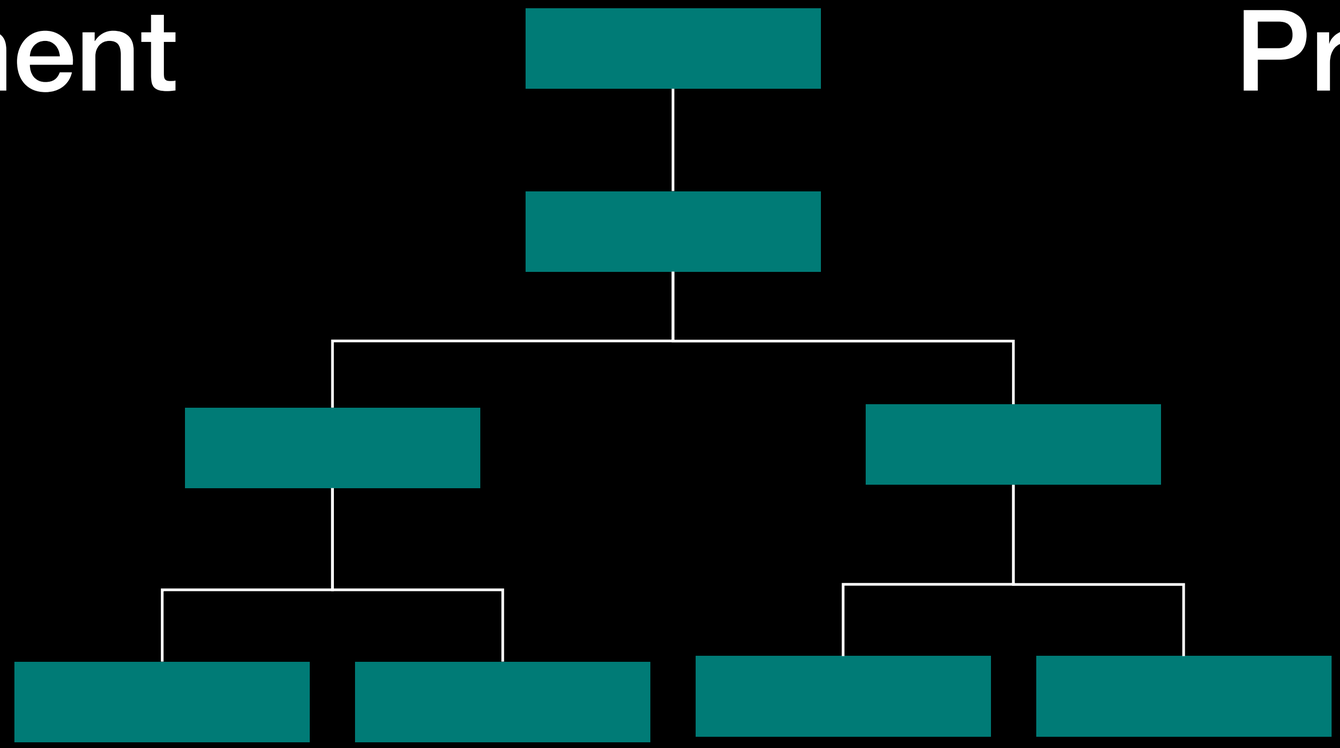
```
appView.environment(\.isRedacted, true)
```



```
@Environment(\.isRedacted) private var isRedacted
```

FLUXO DE DADOS

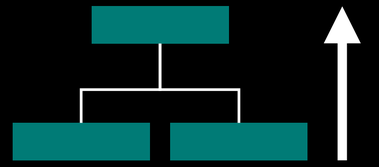
Environment



Preferences

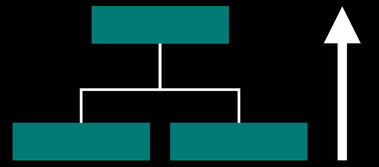
PREFERENCES

PREFERENCES

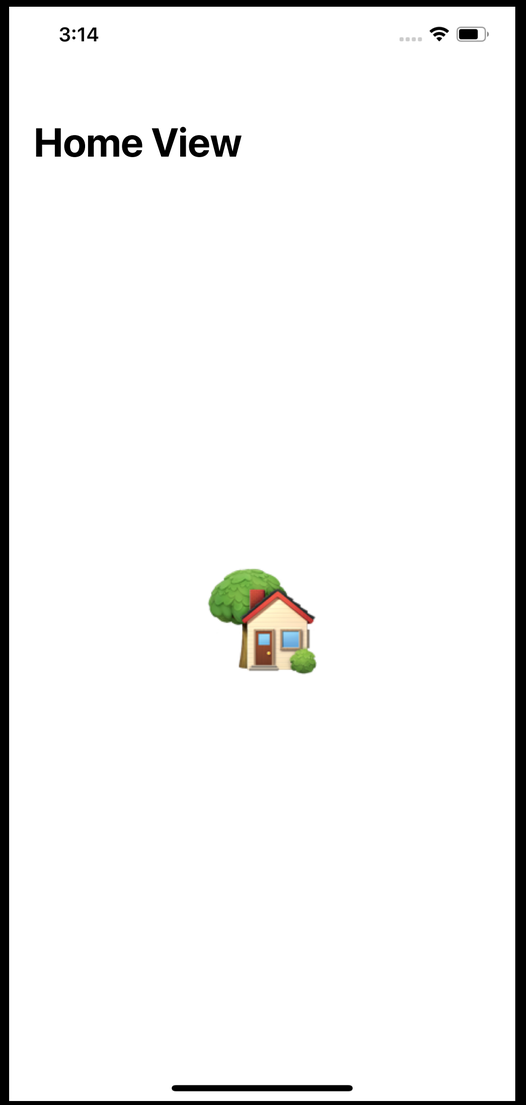


Mecanismo para uma view expressar suas **preferencias** para seus **ascendentes**.

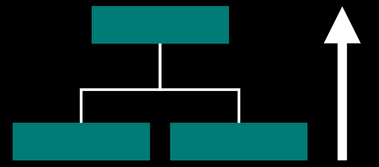
PREFERENCES



```
struct ContentView: View {
    var body: some View {
        NavigationView {
            HomeView()
        }
    }
}

struct HomeView: View {
    var body: some View {
        Text("🏠")
            .navigationBarTitle("Home View")
    }
}
```



PREFERENCES



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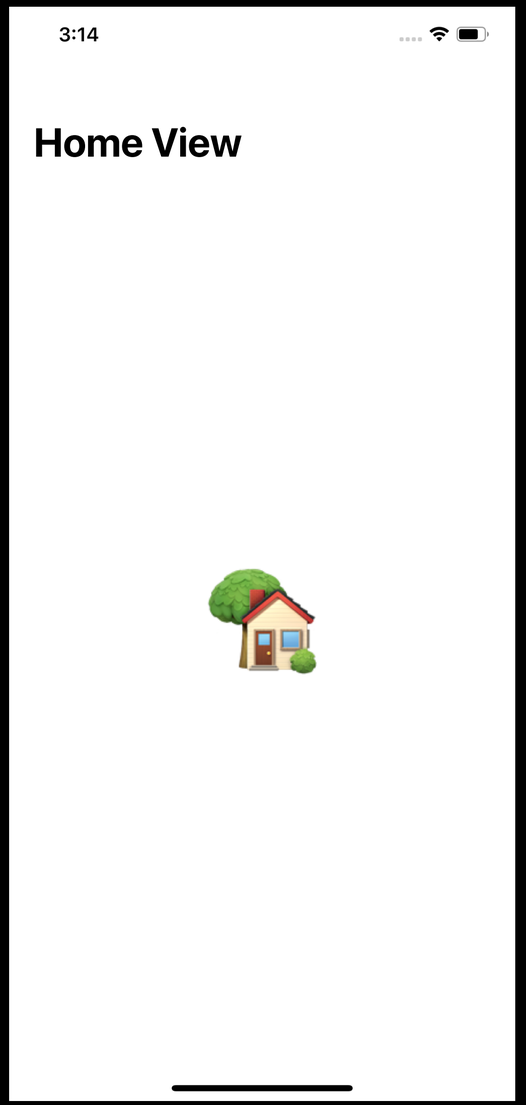
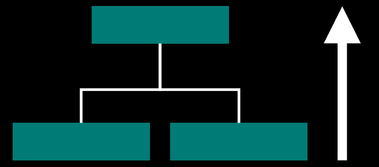
struct ContentView: View {
    var body: some View {
        NavigationView {
            HomeView()
        }
    }
}

struct HomeView: View {
    var body: some View {
        Text("🏠")
            .navigationBarTitle("Home View")
    }
}
```

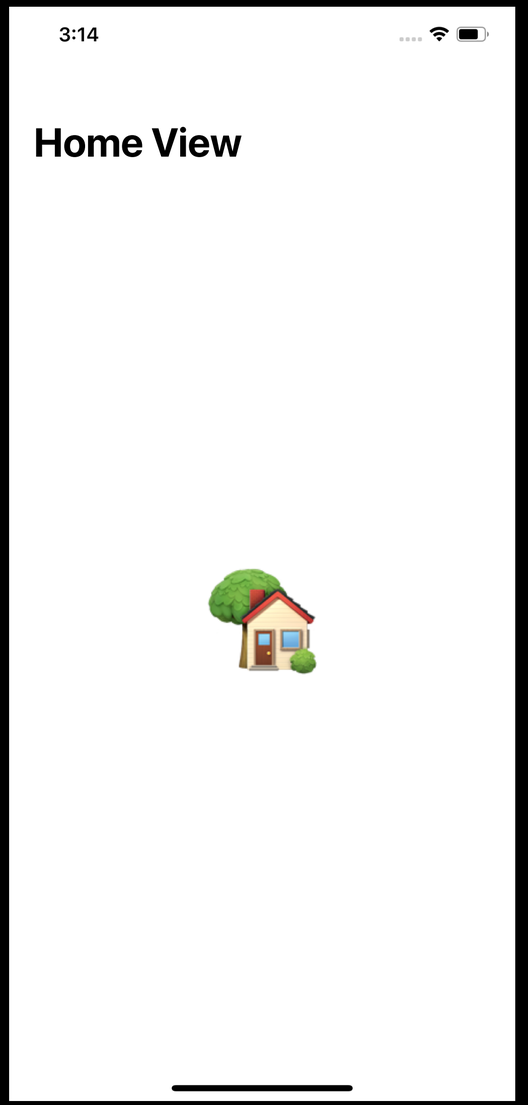


PREFERENCES

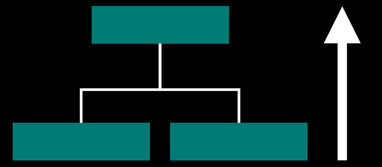


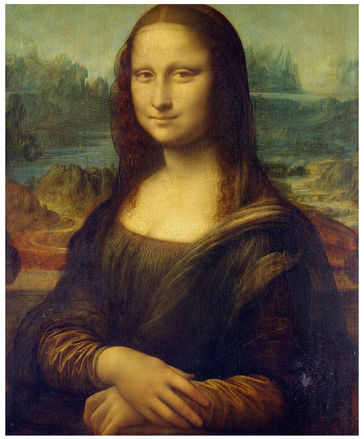
```
struct ContentView: View {
    var body: some View {
        NavigationView {
            HomeView()
        }
    }
}

struct HomeView: View {
    var body: some View {
        Text("🏠")
           .preference(
                key: NavigationBarTitlePreferenceKey.self,
                value: "Home View"
            )
    }
}
```



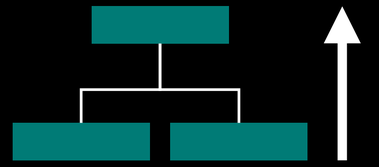
PREFERENCES





Mona Lisa

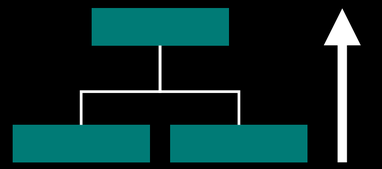
PREFERENCES



```
struct ContentView: View {
    var body: some View {
        PictureFrame {
            Monalisa()
        }
    }
}

struct Monalisa: View {
    var body: some View {
        Image("monalisa.png")
            .pictureTitle("Mona Lisa")
    }
}
```

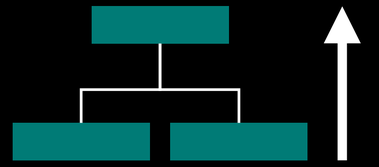
PREFERENCES



```
struct ContentView: View {
    var body: some View {
        PictureFrame {
            Monalisa()
        }
    }
}

struct Monalisa: View {
    var body: some View {
        Image("monalisa.png")
           .preference(
                key: TitlePrefKey.self,
                value: "Mona Lisa"
            )
    }
}
```

PREFERENCES

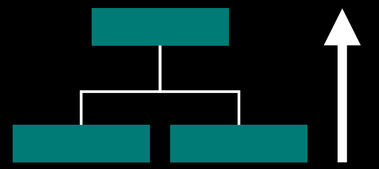


```
extension View {

    /// Returns a view producing `value` as the value of preference
    /// `Key` seen by its ancestors.
    @inlinable public func preference<K>(key _: K.Type = K.self, value: K.Value)
    -> some View where K : PreferenceKey

}
```

PREFERENCES

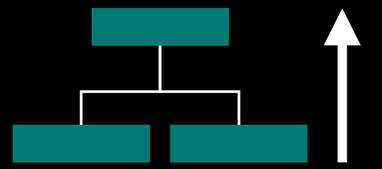


```
struct TitlePrefKey: PreferenceKey {
    typealias Value = String?

    static var defaultValue: Value = nil

    static func reduce(value: inout Value, nextValue: () -> Value) {
        value = nextValue()
    }
}
```

PREFERENCES



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struct Monalisa: View {
    var body: some View {
        Image("monalisa.png")
           .preference(
                key: TitlePrefKey.self,
                value: "Mona Lisa"
            )
    }
}
```
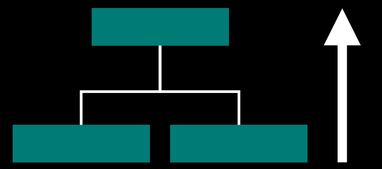

PREFERENCES



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                value: "Mona Lisa"
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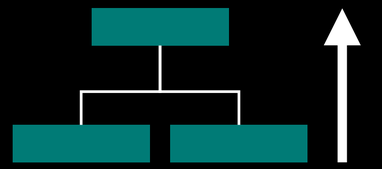
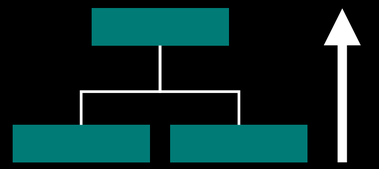
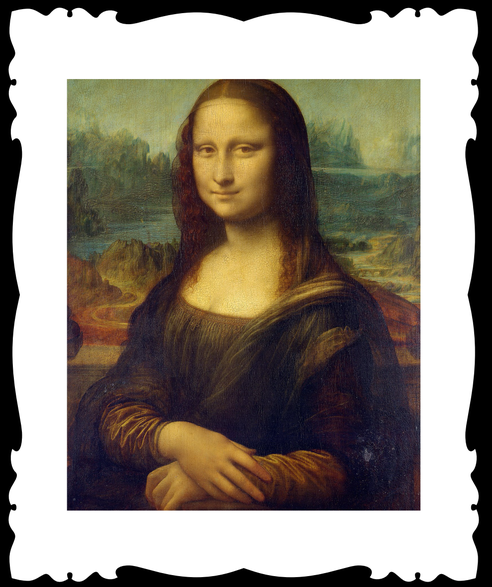


```
struct PictureFrame<Content: View>: View {
    let content: () -> Content

    var body: some View {
        VStack {
            content()
        }
    }
}
```

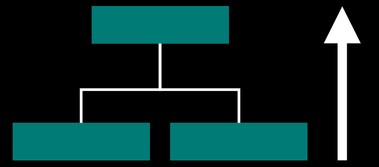
PREFERENCES



```
struct PictureFrame<Content: View>: View {
    let content: () -> Content

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
        }
    }
}
```

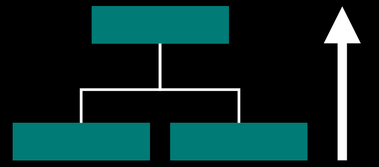


PREFERENCES



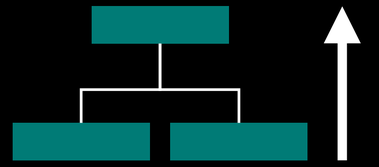
```
struct PictureFrame<Content: View>: View {
    let content: () -> Content

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
                .onPreferenceChange(TitlePrefKey.self) { preference in

                }
        }
    }
}
```

PREFERENCES



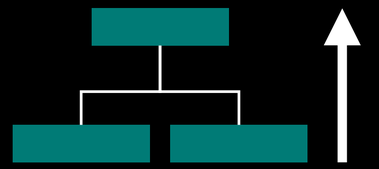
```
struct PictureFrame<Content: View>: View {
    let content: () -> Content

    @State private var title: String?

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
                .onPreferenceChange(TitlePrefKey.self) { preference in
                    self.title = preference
                }
        }
    }
}
```

PREFERENCES



```
struct PictureFrame<Content: View>: View {
    let content: () -> Content

    @State private var title: String?

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
                .onPreferenceChange(TitlePrefKey.self) { preference in
                    self.title = preference
                }
                .overlay(
                    VStack {
                        Spacer()
                        Text(title ?? "Obra sem nome")
                    }
                )
        }
    }
}
```

PREFERENCES



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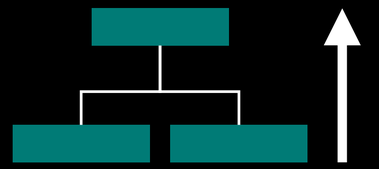
    @State private var title: String?

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
                .onPreferenceChange(TitlePrefKey.self) { preference in
                    self.title = preference
                }
                .overlay(
                    VStack {
                        Spacer()
                        Text(title ?? "Obra sem nome")
                    }
                )
        }
    }
}
```

PREFERENCES

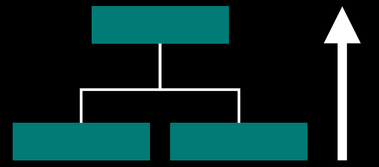


```
struct PictureFrame<Content: View>: View {
    let content: () -> Content

    @State private var title: String?

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
                .overlayPreferenceValue(TitlePrefKey.self) { title in
                    VStack {
                        Spacer()
                        Text(title ?? "Obra sem nome")
                    }
                }
        }
    }
}
```

PREFERENCES



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struct PictureFrame<Content: View>: View {
    let content: () -> Content

    var body: some View {
        VStack {
            content()
                .overlay(
                    Image("frame.png")
                )
                .overlayPreferenceValue(TitlePrefKey.self) { title in
                    VStack {
                        Spacer()
                        Text(title ?? "Obra sem nome")
                    }
                }
        }
    }
}
```
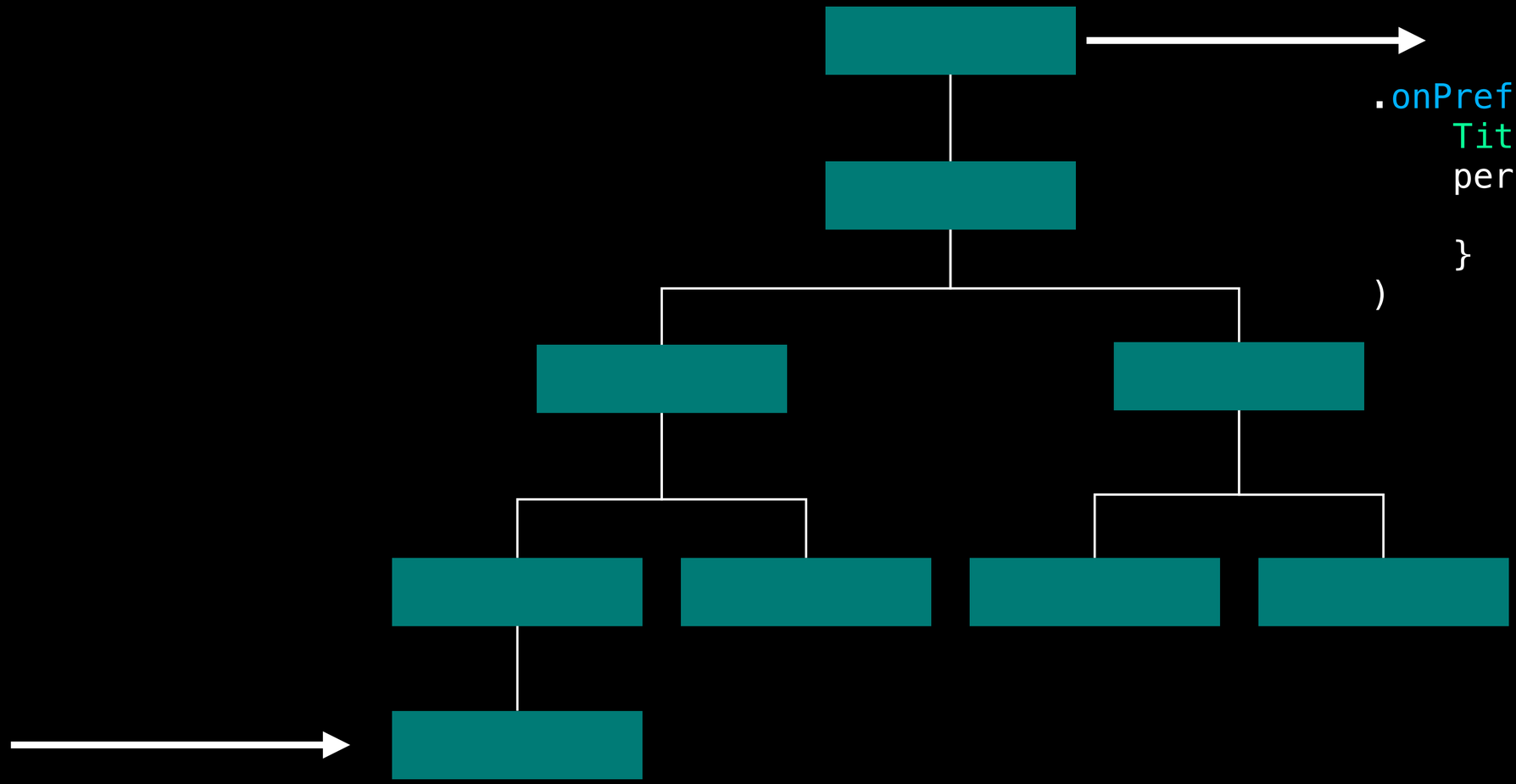

PREFERENCES



```
.onPreferenceChange(
    TitlePrefKey.self,
    perform: { preference in
        self.title = preference
    }
)
```

```
.preference(key: TitlePrefKey.self, value: "Mona Lisa")
```

PREFERENCES

RESUMO

RESUMO

✦ O **menor** caminho para construir **ótimos** apps para **todos** dispositivos.

✦ **Layout** é decidir o **tamanho** das coisas na tela

✦ Não existe maneira de **forçar** um tamanho no seu **filho**.

1. Pai **propõem** um tamanho ao filho
2. Filho **escolhe** seu próprio tamanho
3. Pai posiciona filho na **coordenada** do pai

✦ **Views** são como **receitas**, use as ferramentas para expressar o que deve ser feito durante o layout.

✦ **Environment** é o mecanismo para uma view passar informações para seus filhos.

✦ **Preferences** é o mecanismo para uma view passar informações para seus pais.

Muito Obrigado!

@txaiwieser

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Muito Obrigado!

Perguntas, dicas e sugestões!

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