

Width

414

px

Height

736

px



iPhone 7 Plus / 6s Plus / 6 Plus



iPhone 7 / 6s / 5



iPhone SE / 5 / 5C / 5s



iPhone 4s / 4



LG G5 / G4 / G3



Huawei Mate 9



Lenovo Z2 Pro



Xiaomi Mi 5



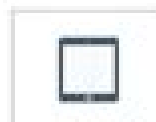
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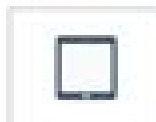
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iPhone 7 Plus / 6s Plus / 6 Plus 414 x 736

# Esri Arcgis Diagrammer User Guide Applications Prototype

**Wilpen L. Gorr, Kristen Seamens  
Kurland**



## **Esri Arcgis Diagrammer User Guide Applications Prototype:**

ARC User ,2004      **Designing Geodatabases** David Arctur,Michael Zeiler,2004 Building accurate geodatabases is the foundation for meaningful and reliable GIS By documenting actual case studies of successful ArcGIS implementations Designing Geodatabases makes it easier to envision your own database plan Jacket      Learning ArcGIS Pro 2 Tripp Corbin,2020-07-24 Create 2D maps and 3D scenes analyze GIS data and share your results with the GIS community using the latest ArcGIS Pro 2 features Key FeaturesGet up to speed with the new ribbon based user interface projects models and common workflows in ArcGIS Pro 2Learn how to visualize maintain and analyze GIS dataAutomate analysis and processes with ModelBuilder and Python scriptsBook Description Armed with powerful tools to visualize maintain and analyze data ArcGIS Pro 2 is Esri s newest desktop geographic information system GIS application that uses the modern ribbon interface and a 64 bit processor to make using GIS faster and more efficient This second edition of Learning ArcGIS Pro will show you how you can use this powerful desktop GIS application to create maps perform spatial analysis and maintain data The book begins by showing you how to install ArcGIS and listing the software and hardware prerequisites You ll then understand the concept of named user licensing and learn how to navigate the new ribbon interface to leverage the power of ArcGIS Pro for managing geospatial data Once you ve got to grips with the new interface you ll build your first GIS project and understand how to use the different project resources available The book shows you how to create 2D and 3D maps by adding layers and setting and managing the symbology and labeling You ll also discover how to use the analysis tool to visualize geospatial data In later chapters you ll be introduced to Arcade the new lightweight expression language for ArcGIS and then advance to creating complex labels using Arcade expressions Finally you ll use Python scripts to automate and standardize tasks and models in ArcGIS Pro By the end of this ArcGIS Pro book you ll have developed the core skills needed for using ArcGIS Pro 2 x competently What you will learnNavigate the user interface to create maps perform analysis and manage dataDisplay data based on discrete attribute values or range of valuesLabel features on a GIS map based on one or more attributes using ArcadeCreate map books using the map series functionalityShare ArcGIS Pro maps projects and data with other GIS community membersExplore the most used geoprocessing tools for performing spatial analysisCreate Tasks based on common workflows to standardize processesAutomate processes using ModelBuilder and Python scriptsWho this book is for If you want to learn ArcGIS Pro to create maps and edit and analyze geospatial data this ArcGIS book is for you No knowledge of GIS fundamentals or experience with any GIS tool or ArcGIS software suite is required Basic Windows skills such as navigating and file management are all you need      GIS Tutorial 1 for ArcGIS Pro Wilpen L. Gorr,Kristen Seamens Kurland,2020 Updated for ArcGIS Pro 2 4 GIS Tutorial 1 for ArcGIS Pro 2 4 A Platform Workbook is an introductory text for learning ArcGIS Pro the premier professional desktop GIS application In depth exercises that use ArcGIS Pro ArcGIS Online and other ArcGIS apps show readers how to make maps how to create and analyze spatial data and how to manage systems

with GIS GIS Tutorial 1 for ArcGIS Pro 2 4 A Platform Workbook engages readers in Obtaining spatial data and building a geodatabase for collecting editing and processing data Exploring the functionalities of ArcGIS Pro ArcGIS Online and apps understanding the elements of map design and creating map layouts story maps dashboards and 3D maps Analyzing spatial data using buffers and street network based service areas locating facilities and conducting cluster analysis Automating GIS through macros for monitoring and optimal routing of service deliveries with data input in the field using a mobile app Carrying out real world applications for health care crime government services planning and marketing Incorporating proven teaching methods in detailed exercises Your Turn sections and expanded homework assignments GIS Tutorial 1 for ArcGIS Pro 2 4 A Platform Workbook is suited to learning GIS in a classroom From the publisher *Getting Started with ArcGIS* Bob Booth, Andy Mitchell, Environmental Systems Research Institute (Redlands, Calif.), 2001 Building Web Applications with ArcGIS Hussein Nasser, 2014-11-19 If you are a GIS user or a web programmer this book is for you This book is also intended for all those who have basic web development knowledge with no prior experience of ArcGIS and are keen on venturing into the world of ArcGIS technology The book will equip you with the skills to comfortably start your own ArcGIS web development project ArcGIS for Desktop Cookbook Daniela Cristiana Docan, 2015-01-22 This book is a good companion to get you quickly acquainted with everything you need to increase your productivity with the ArcGIS Desktop It would be helpful to have a bit of familiarity with basic GIS concepts If you have no previous experience with ArcGIS this book will still be helpful for you because it will help you catch up to the acquainted users from a practical point of view

**Learning Arcgis for Desktop** Daniela Cristiana Docan, 2016-03-29 Create analyze and map your spatial data with ArcGIS for Desktop About This Book Learn how to use ArcGIS for Desktop to create and manage geographic data perform vector and raster analysis design maps and share your results Solve real world problems and share your valuable results using the powerful instruments of ArcGIS for Desktop Step by step tutorials cover the main editing analyzing and mapping tools in ArcGIS for Desktop Who This Book Is For This book is ideal for those who want to learn how to use the most important component of Esri's ArcGIS platform ArcGIS for Desktop It would be helpful to have a bit of familiarity with the basic concepts of GIS Even if you have no prior GIS experience this book will get you up and running quickly What You Will Learn Understand the functionality of ArcGIS for Desktop applications Explore coordinate reference system concepts and work with different map projections Create populate and document a file geodatabase Manage create and edit feature shapes and attributes Built automate analysis workflows with ModelBuilder Apply basic principles of map design to create good looking maps Analyze raster and three dimensional data with the Spatial Analyst and 3D Analyst extensions In Detail ArcGIS for Desktop is one of the main components of the ESRI ArcGIS platform used to support decision making and solve real world mapping problems Learning ArcGIS for Desktop is a tutorial based guide that provides a practical experience for those who are interested in start working with ArcGIS The first five chapters cover the basic concepts of working with the File

Geodatabase as well as editing and symbolizing geospatial data Then the book focuses on planning and performing spatial analysis on vector and raster data using the geoprocessing and modeling tools Finally the basic principles of cartography design will be used to create a quality map that presents the information that resulted from the spatial analysis previously performed To keep you learning throughout the chapters all exercises have partial and final results stored in the dataset that accompanies the book Finally the book offers more than it promises by using the ArcGIS Online component in the tutorials as source of background data and for results sharing Style and approach This easy to follow guide is full of hands on exercises that use open and free geospatial datasets The basic features of the ArcGIS for Desktop are explained in a step by step style

*Building Web and Mobile ArcGIS Server Applications with JavaScript* Eric Pimpler, 2014      **ArcGIS 9**, 2004 ArcGIS Desktop Developers Guide is an introduction to customizing and extending ArcGIS Desktop a comprehensive integrated scaleable framework for implementing GIS Using applications such as ArcMap and ArcCatalog and their user interfaces together you can perform any GIS task from simple to advanced including mapping geographic analysis data editing and compilation data management visualization and geoprocessing The entire ArcGIS system is built and extended using software components called ArcObjects which are at the core of all ArcGIS products This book will be of great use to developers who want to use the ArcGIS Desktop Developer Kit to customize and extend the ArcView ArcEditor or ArcInfo desktop products This book provides a general explanation of the options and opportunities available to developers with ArcGIS Desktop Several scenarios illustrate with code samples the different types of customization that can be developed with the ArcGIS Desktop Developer Kit      **Beginning ArcGIS for Desktop Development using .NET** Pouria Amirian, 2013-03-18 Get the very most out of the ArcGIS for Desktop products through ArcObjects and NET ArcGIS for Desktop is a powerful suite of software tools for creating and using maps compiling analyzing and sharing geographic information using maps and geographic information in applications and managing geographic databases But getting the hang of ArcGIS for Desktop can be a bit tricky even for experienced programmers Core components of ArcGIS platform is called ArcObjects This book first introduce you the whole ArcGIS platform and the opportunities for development using various programming languages Then it focuses on ArcGIS for Desktop applications and makes you familiar with ArcObjects from NET point of view Whether you are an ArcGIS user with no background in programming or a programmer without experience with the ArcGIS platform this book arms you with everything you need to get going with ArcGIS for Desktop development using NET right away Written by a leading expert in geospatial information system design and development it provides concise step by step guidance illustrated with best practices examples along with plenty of ready to use source code In no time you ll progress from NET programming basics to understanding the full suite of ArcGIS tools and artefacts to customising and building your own commands tools and extensions all the way through application deployment Among other things you ll learn to Object Oriented and Interface based programming in NET C and VB NET Finding relationship between classes and interfaces using

object model diagrams Querying data Visualizing geographical data using various rendering Creating various kinds of Desktop Add Ins Performing foreground and background geoprocessing Learn how to improve your productivity with ArcGIS for Desktop and Beginning ArcGIS for Desktop Development Using NET      **ArcGIS Blueprints** Eric Pimpler,2015-12-22 Explore the robust features of Python to create real world ArcGIS applications through exciting hands on projects About This Book Get to grips with the big world of Python add ins and wxPython in GUI development to implement their features in your application Integrate advanced Python libraries ArcPy mapping and data access module techniques to develop a mapping application Construct a top notch intermediate to advanced project by accessing ArcGIS Server and ArcGIS Online resources through the ArcGIS REST API using a project based approach Who This Book Is For If you have prior experience building simple apps with ArcGIS and now have a fancy for developing a more challenging and complex desktop application in ArcGIS then this book is ideal for you What You Will Learn Automate the creation of creative output data visualizations including maps charts and graphs Explore ways to use the ArcPy Mapping module and Data driven Pages to automate the creation of map books in your own project Develop applications that use the Plotly platform and library to create stunning charts and graphs that can be integrated into ArcGIS Desktop Build tools that access REST services and download data to a local geodatabase Design build and integrate advanced GUIs with wxPython and ArcGIS Desktop in ArcGIS Get clued up about constructing applications that export data to Google Earth Pro to automate time consuming complex processes Maximize the access of ArcGIS Server and ArcGIS Online using the ArcGIS REST API with Python In Detail This book is an immersive guide to take your ArcGIS Desktop application development skills to the next level It starts off by providing detailed description and examples of how to create ArcGIS Desktop Python toolboxes that will serve as containers for many of the applications that you will build We provide several practical projects that involve building a local area community map and extracting wildfire data You will then learn how to build tools that can access data from ArcGIS Server using the ArcGIS REST API Furthermore we deal with the integration of additional open source Python libraries into your applications which will help you chart and graph advanced GUI development read and write JSON CSV and XML format data sources write outputs to Google Earth Pro and more Along the way you will be introduced to advanced ArcPy Mapping and ArcPy Data Access module techniques and use data driven Pages to automate the creation of map books Finally you will learn advanced techniques to work with video and social media feeds By the end of the book you will have your own desktop application without having spent too much time learning sophisticated theory Style and approach This is an easy to follow project based guide that guides you through the whole ArcGIS theme with practical real world examples and a systematic approach      **ArcGIS By Example** Hussein Nasser,2015-08-27 Develop three engaging ArcGIS applications to address your real world mapping scenarios About This Book Design build and run ArcGIS applications using ArcObjects SDK Extend ArcGIS objects and use add ins to deploy applications on top of ArcGIS An example centric practical guide to help you understand mapping scenarios with ArcGIS Who

This Book Is For If you are an application developer and wish to enhance your skills for the GIS domain with ArcGIS then this book is for you Previous experience with ArcGIS is not required What You Will Learn Use essential ArcGIS code to query geodatabases Communicate with ArcGIS maps with the help of critical designing and optimisation tips Highlight and interact with objects on your map Query ArcGIS geodatabases with related data to display your information on ArcGIS Edit your underlying geodatabase Explore strategies for the adaptation of various types of spatial analysis techniques into the GIS framework Analyze tools for Geographical Information Systems and remote sensing Experience ArcGIS s advanced tools for manipulation of shapefiles and geodatabases In Detail ArcGIS is a geographic information system GIS for working with maps and geographic information It is considered the turnkey solution to creating and sharing interactive maps ArcGIS is designed to work the way you work With nothing to install and set up ArcGIS helps you make your work productive from day one The book covers the design and development of three ArcGIS applications to guide the readers in crafting their own GIS solution as per their requirements The book begins by giving you a refresher on the concepts of ArcGIS Without wasting any time you ll begin with developing your first ArcGIS application You will be developing a cell tower analysis tool Following this you will be guided through mapping signal strength and real time manoeuvring in your GIS system You will then move on to the second application of the book a restaurant mapping system The application will allow tourists to browse restaurants on a map according to their preferences Next you will learn how to work with reviews and ratings and also cover some of the advanced searching options offered by ArcGIS You will then make use of advanced ArcObjects to develop your third application an excavation planning manager The book will conclude by teaching you how work out excavation cost calculations and also saving and retrieving your excavation designs Style and approach The book offers an enhanced way of learning ArcGIS through the design and development of three applications throughout its length In addition to this the book also covers features that you can add to your application as you develop each one covered in the book **Learning ArcGIS**

**Pro** Tripp Corbin, GISP, 2015-12-04 Create analyze maintain and share 2D and 3D maps with the powerful tools of ArcGIS Pro About This Book Visualize GIS data in 2D and 3D maps Create GIS projects for quick and easy access to data maps and analysis tools A practical guide that helps to import maps globes and scenes from ArcMap ArcScene or ArcGlobe Who This Book Is For This book is for anyone wishing to learn how ArcGIS Pro can be used to create maps and perform geospatial analysis It will be especially helpful for those that have used ArcMap and ArcCatalog in the past and are looking to migrate to Esri s newest desktop GIS solution Though previous GIS experience is not required you must have a solid foundation using Microsoft Windows It is also helpful if you understand how to manage folders and files within the Microsoft Windows environment What You Will Learn Install ArcGIS Pro and assign Licenses to users in your organization Navigate and use the ArcGIS Pro ribbon interface to create maps and perform analysis Create and manage ArcGIS Pro GIS Projects Create 2D and 3D maps to visualize and analyze data Author map layouts using cartographic tools and best practices to show off the results

of your analysis and maps Import existing map documents scenes and globes into your new ArcGIS Pro projects quickly Create standardized workflows using Tasks Automate analysis and processes using ModelBuilder and Python In Detail ArcGIS Pro is Esri s newest desktop GIS application with powerful tools for visualizing maintaining and analyzing data ArcGIS Pro makes use of the modern ribbon interface and 64 bit processing to increase the speed and efficiency of using GIS It allows users to create amazing maps in both 2D and 3D quickly and easily This book will take you from software installation to performing geospatial analysis It is packed with how to s for a host of commonly performed tasks You will start by learning how to download and install the software including hardware limitations and recommendations Then you are exposed to the new Ribbon interface and how its smart design can make finding tools easier After you are exposed to the new interface you are walked through the steps to create a new GIS Project to provide quick access to project resources With a project created you will learn how to construct 2D and 3D maps including how to add layers adjust symbology and control labeling Next you will learn how to access and use analysis tools to help you answer real world questions Lastly you will learn how processes can be automated and standardized in ArcGIS Pro using Tasks Models and Python Scripts This book will provide an invaluable resource for all those seeking to use ArcGIS Pro as their primary GIS application or for those looking to migrate from ArcMap and ArcCatalog Style and approach This book includes detailed explanations of the GIS functionality and workflows in ArcGIS Pro These are supported by easy to follow exercises that will help you gain an understanding of how to use ArcGIS Pro to perform a range of tasks

**ArcGIS Web Development** Rene Rubalcava,2014-12-01 Summary ArcGIS Web Development is an example rich tutorial designed to teach developers to use the ArcGIS JavaScript API to build custom GIS web applications About the Technology Now you can unshackle your GIS application from a workstation Using the ArcGIS JavaScript API developers can build mobile and web based maps and applications driven by ArcGIS data and functionality Experienced ArcGIS developers will find that the familiar development environment provides a smooth transition to the web Web developers new to GIS will be pleased by how easily they can apply their existing skills to GIS applications Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book ArcGIS Web Development is an example rich guide that teaches you to use the ArcGIS JavaScript API to build custom GIS web applications The book begins with easy to follow examples that introduce readers to the ArcGIS JavaScript API and show how you can apply simple customizations As the book progresses you ll explore a full scale web mapping application By the end you will be able to build web apps that have features you d ordinarily expect to find only in dedicated GIS applications Written for web developers familiar with JavaScript and basic GIS concepts Experience with ArcGIS is helpful but not necessary What s Inside Build web based GIS applications Customize the ArcGIS Javascript API tools Bring ArcGIS data to the web Create secure logins for mobile app users About the Author Rene Rubalcava is the cofounder of SmartGeoTech Inc a GIS development company specializing in Esri technologies Table of Contents PART 1 ARCGIS



JAVASCRIPT FOUNDATION GIS as a tool Introducing core API concepts Working with the REST API PART 2 SAMPLE USE CASE Building an application Developing a custom data collection application Building a desktop browser application Advanced techniques APPENDICES Setting up your environment Dojo basics Configuring a proxy *GIS Tutorial* Wilpen L. Gorr, Kristen Seamens Kurland, 2007 This study guide meets a growing demand for effective GIS training by combining ArcGIS tutorials and self study exercises that start with the basics and progress to more difficult functionality Presented in a step by step format the book can be adapted to a reader s specific training needs from a classroom of graduate students to individual study Readers learn to use a range of GIS functionality from creating maps and collecting data to using geoprocessing tools and models for advanced analysis the authors have incorporated three proven learning methods scripted exercises that use detailed step by step instructions and result graphics Your Turn exercises that require users to perform tasks without step by step instructions and exercise assignments that pose real world problem scenarios A fully functioning 180 day trial version of ArcView 9.2 software data for working through the tutorials and Web based teacher resources are also included **Introduction to 3D Data** Heather Kennedy, 2010-12-17 Render three dimensional data and maps with ease Written as a self study workbook Introduction to 3D Data demystifies the sometimes confusing controls and procedures required for 3D modeling using software packages such as ArcGIS 3D Analyst and Google Earth Going beyond the manual that comes with the software this profusely illustrated guide explains how to use ESRI s ArcGIS 3D Analyst to model and analyze three dimensional geographical surfaces create 3D data and produce displays ranging from topographically realistic maps to 3D scenes and spherical earth like views The engagingly user friendly instruction Walks you through basic concepts of 3D data progressing to more advanced techniques such as calculating surface area and volume Introduces you to two major software packages ArcGIS 3D Analyst including ArcScene and ArcGlobe and Google Earth Reinforces your understanding through in depth discussions with over thirty hands on exercises and tutorial datasets on the support website at [www.wileycollege.com/kennedy](http://www.wileycollege.com/kennedy) Helps you apply the theory with real world applications Whether you re a student or professional in geology landscape architecture transportation system planning hydrology or a related field Introduction to 3D Data will quickly turn you into a power user of 3D GIS **Building Web and Mobile ArcGIS Server Applications with JavaScript** Eric Pimpler, Mark Lewin, 2017-10-24 Master the ArcGIS API for JavaScript to build web and mobile applications using this practical guide About This Book Develop ArcGIS Server applications with JavaScript both for traditional web browsers as well as the mobile platform Make your maps informative with intuitive geographic layers user interface widgets and more Integrate ArcGIS content into your custom applications and perform analytics with the ArcGIS Online Who This Book Is For If you are a web or mobile application developer who wants to create GIS applications in your respective platform this book is ideal for you You will need JavaScript programming experience to get the most out of this book Although designed as an introductory to intermediate level book it will also be useful for more advanced developers who are

new to the topic of developing applications with ArcGIS Server What You Will Learn To create an application with the ArcGIS API for JavaScript Build and display a broad range of different geometry types to represent features on the map The best way to leverage a feature layer and display related attribute data The functionality of the wide range of widgets and how to use them effectively Query data to gain new insights into the information it contains Work with tasks to discover and locate features on the map Using the geocoder and associated widgets The ability of the API to provide turn by turn directions and routing capabilities How to use the Geometry Engine and Geometry Service tasks for common geoprocessing operations Integrate content on ArcGIS online and add it to your custom web mapping application In Detail The ArcGIS API for JavaScript enables you to quickly build web and mobile mapping applications that include sophisticated GIS capabilities yet are easy and intuitive for the user Aimed at both new and experienced web developers this practical guide gives you everything you need to get started with the API After a brief introduction to HTML CSS JavaScript you ll embed maps in a web page add the tiled dynamic and streaming data layers that your users will interact with and mark up the map with graphics You will learn how to quickly incorporate a broad range of useful user interface elements and GIS functionality to your application with minimal effort using prebuilt widgets As the book progresses you will discover and use the task framework to query layers with spatial and attribute criteria search for and identify features on the map geocode addresses perform network analysis and routing and add custom geoprocessing operations Along the way we cover exciting new features such as the client side geometry engine learn how to integrate content from ArcGIS com and use your new skills to build mobile web mapping applications We conclude with a look at version 4 of the ArcGIS API for JavaScript which is being developed in parallel with version 3 x and what it means for you as a developer Style and approach Readers will be taken through a series of exercises that will demonstrate how to efficiently build ArcGIS Server applications for the mobile and web

Mastering ArcGIS Server Development with JavaScript Ken Doman, 2015-09-18 Transform maps and raw data into full fledged web mapping applications using the power of the ArcGIS JavaScript API and JavaScript libraries About This Book Create and share modern map applications for desktops tablets and mobile browsers Present and edit geographic and related data through maps charts graphs and more Learn the tools tips and tricks made available through the API and related libraries with examples of real world applications Who This Book Is For This book is intended for intermediate developers who want to design web mapping applications You should have some experience with geographic information systems especially with ArcGIS products such as ArcGIS Server It also helps to have some experience with HTML CSS and JavaScript What You Will Learn Create single page mapping applications lining up data from different sources Search for and display geographic and tabular information based on locations and attributes Customize maps and widgets to deliver the best user experience Present location data intuitively using charts and graphs Integrate mapping applications with your favorite JavaScript frameworks Test the working of your web map application and take advantage of cloud services such as ArcGIS

Online Create modern looking web maps through styling tips and tricks In Detail ESRI and its ArcGIS line of software have been an industry leader in digital map production and publication for over 30 years ArcGIS Server lets you design configure and publish maps that can be viewed and edited through the Internet After designing basic maps you may want to find out new and innovative ways to represent information using these maps In this book you ll work through practical examples experiencing the pitfalls and successes of creating desktop and mobile map applications for a web browser using the ArcGIS Server platform The book begins by introducing you to ArcGIS Server and ESRI s JavaScript API You ll work with your first web map and then move on to learn about ESRI s building blocks A Dojo AMS style widget will help you create your own widgets for a map and then see how to collect geographic data Furthermore you will learn different techniques such as using Dojo Charts to create charts and graphs to represent your data Then you will see how to use ESRI JavaScript API with other JavaScript libraries and different styling methods to make your map stand out By the end of the book you will discover how to make your application compatible with different devices and platforms and test it using testing libraries Style and approach An in depth guide that explores web application development using ArcGIS Server and the ArcGIS JavaScript API Topics are explained in the context of developing two applications for fictional clients Details of application development including possible pitfalls and best practices are included in this book

**ArcGIS 9**, 2005 This book provides a general overview of building and deploying sophisticated custom applications and solutions using ArcGIS Server ArcGIS Server is a platform for building enterprise GIS applications that are centrally managed support multiple users include advanced GIS functionality and are built using industry standards ArcGIS Server provides the framework for developers to create focused GIS Web applications and services that can be utilized by clients including browser based applications ArcGIS Engine applications and ArcGIS Desktop products ArcInfo ArcEditor and ArcView The entire ArcGIS system is built with and extended by software components called ArcObjects which are at the core of all ArcGIS products Server administrators who manage an ArcGIS Server system will find this volume useful The book also includes several scenarios illustrating different types of applications that can be developed using ArcGIS Server

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### **Esri Arcgis Diagrammer User Guide Applications Prototype Introduction**

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