

QweQweQ AppLabs

Sarah Guthals

App Savvy Ken Yarmosh, 2010-08-31 How can you make your iPad or iPhone app stand out in the highly competitive App Store? While many books simply explore the technical aspects of iPad and iPhone app design and development, *App Savvy* also focuses on the business, product, and marketing elements critical to pursuing, completing, and selling your app -- the ingredients for turning a great idea into a genuinely successful product. Whether you're a designer, developer, entrepreneur, or just someone with a unique idea, *App Savvy* explains every step in the process, with guidelines for planning a solid concept, engaging customers early and often, developing your app, and launching it with a bang. Author Ken Yarmosh details a proven process for developing successful apps, and presents numerous interviews with the App Store's most prominent publishers. Learn about the App Store and how Apple's mobile devices function Follow guidelines for vetting and researching app ideas Validate your ideas with customers -- and create an app they'll be passionate about Assemble your development team, understand costs, and establish a workable process Build your marketing plan while you develop your application Test your working app extensively before submitting it to the App Store Assess your app's performance and keep potential buyers engaged and enthusiastic

Developing with Google App Engine Eugene Ciurana, 2009-03-22 Developing with Google App Engine introduces development with Google App Engine, a platform that provides developers and users with infrastructure Google itself uses to develop and deploy massively scalable applications. Introduction to concepts Development with App Engine Deployment into App Engine

iPhone App Design for Entrepreneurs Megan Holstein, 2019-03-20 Make an app from start to finish on your own or with a dedicated team. This book is your all-in-one, go-to resource for designing, building, and marketing, a trending app that others flock to buy. Use detailed analysis to decide what designs you should choose and whether you should learn to code or hire someone else to do the trench work for you. If you plan carefully and make intelligent decisions when establishing your viral app business, you will find success on the App Store. Remember, though, the App Store is not a lottery. Apps are not randomly featured, and it is not happenstance that makes your app successful. Luck and fortuitous timing tempered by hard work and a good app idea are key factors to success. You can't aimlessly create an app, throw it on the App Store, and watch the dollars roll in. You'll get back what you put in. This book lays the foundation and outlines the skills needed by aspiring entrepreneurs with no coding experience for selling a killer app. What You'll Learn Design apps that are impressive, wow users, and most importantly, are easy to use. Build a business model around an app that turns a profit Determine when it's OK to build your own app or when it's better to hire a third party to do so. Who This Book Is For Small business owners who want to create an app, but have no programming experience

Designing Mobile Apps Javier Cuello, José Vittone, 2013-11-20 Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. *Designing Mobile Apps* is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? *Designing Mobile Apps* answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, *Designing Mobile Apps* covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals *Designing Mobile Apps* contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With *Designing Mobile Apps*, designers and developers can learn all they need to know to work together and create a successful app.

App Inventor David Wolber, Hal Abelson, Ellen Spertus, Liz Looney, 2011-05-03 A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps.

Become an App Inventor: The Official Guide from MIT App Inventor Karen Lang, Selim Tezel, MIT App Inventor Project, MIT Computer Science and Artificial Intelligence Laboratory, 2022-02-22 With a foreword by Gitanjali Rao, Time Magazine's inaugural Kid of the Year, this engaging guide from MIT Teen Press teaches anyone to design and publish their own apps--no experience necessary!--and introduces young app creators from around the world. Have you ever wanted to build your own mobile apps? App Inventor, a free and revolutionary online program from MIT, lets you do just that. With the help of this companion guide chock-full of colorful graphics and easy-to-follow instructions, readers can learn how to create six different apps, including a working piano, a maze game, and even their own chat app to communicate with friends--then use what they've learned to build apps of their own imagination. User-friendly code blocks that snap together allow even beginners to quickly create working apps. Readers will also learn about young inventors already using their own apps to make a difference in their communities, such as the girls from Moldova whose app helps alert residents when local well water is contaminated. Or the boys from Malden, Massachusetts, whose app lets users geotag potholes to alert city hall when repairs are needed. With this inspiring guide, curious young dreamers can become real inventors with real-world impact.

Designing Apps for Success Matthew David, Chris Murman, 2014-02-03 In 2007, Apple released the iPhone. With this release came tools as revolutionary as the internet was to businesses and individuals back in the mid- and late-nineties: Apps. Much like websites drove (and still drive) business, so too do apps drive sales, efficiencies and communication between people. But also like web design and development, in its early years and iterations, guidelines and best practices for apps are few and far between. *Designing Apps for Success* provides web/app designers and developers with consistent app design practices that result in timely, appropriate, and efficiently capable apps. This book covers application lifecycle management that designers and developers use when creating apps for themselves or the entities that hired them. From the early discussions with a company as to how to what kind of app they want, to storyboarding, to developing cross platform, to troubleshooting, to publishing, *Designing Apps for Success* gives a taut, concise, and pragmatic roadmap from the beginning of the process all the way to the end. Developers and designers will learn not only best practices on how to design an app but how to streamline the process while not losing any quality on the end result. Other topics in this book include: Case studies that best showcase the development process at work (or not at work). Global examples of apps developed all

over the world. Future proofing your apps Post-publishing: Promoting and marketing your apps and keeping it relevant. Consistent app design practices for consistently successful results.

Real World Windows 8 App Development with JavaScript Edward Moemeka, Elizabeth Lomasky, 2013-08-24 Real World Windows 8 App Development with JavaScript offers you practical advice and hard-earned insights that will help you create and publish apps to a worldwide market. Led by authors with deep Windows 8 app development experience, you'll learn how to make the most of Microsoft's APIs for hooking into Windows 8 on all devices, including the core ideas of promises and the asynchronous programming model. You'll also discover such important tips as how to Adhere to Windows 8 guidelines for successful app acceptance Extend the appeal of your app with media, contracts, charms, and user notifications Capture and work with media, including the ability to play video wirelessly to a television Manage background processing and file transfers Gain visibility for your app and add monetization options Get the lowdown from authors with experience from the front lines of Windows 8 app development. Theory is all well and good, but when it comes down to it, you can't beat practical advice from people who've been there and done it! You'll come away from this book with all the tools, ideas, and inspiration you need to create successful Windows 8 JavaScript apps. Development with JavaScript features real-world examples that emphasize the use of JavaScript and HTML 5 and that also adhere to the stylistic guidelines Microsoft has put in place to maintain a consistent look and feel for all applications on this platform.

React Native for Mobile Development Akshat Paul, Abhishek Nalwaya, 2019-06-12 Develop native iOS and Android apps with ease using React Native. Learn by doing through an example-driven approach, and have a substantial running app at the end of each chapter. This second edition is fully updated to include ES7 (ECMAScript 7), the latest version of React Native (including Redux), and development on Android. You will start by setting up React Native and exploring the anatomy of React Native apps. You'll then move on to Redux data flow, how it differs from flux, and how you can include it in your React Native project to solve state management differently and efficiently. You will also learn how to boost your development by including popular packages developed by the React Native community that will help you write less; do more. Finally, you'll learn to how write test cases using Jest and submit your application to the App Store. React Native challenges the status quo of native iOS and Android development with revolutionary components, asynchronous execution, unique methods for touch handling, and much more. This book reveals the the path-breaking concepts of React.js and acquaints you with the React way of thinking so you can learn to create stunning user interfaces. What You'll Learn Build stunning iOS and Android applications Understand the Redux design pattern and use it in your project Interact with iOS and android device capabilities such as addressbook, camera, GPS and more with your apps Test and launch your application to the App Store Who This Book Is For Anyone with JavaScript experience who wants to build native mobile applications but dreads the thought of programming in Objective-C or Java. Developers who have experience with JavaScript but are new or not acquainted to React Native or ReactJS.

Android Apps with App Inventor Jörg H. Kloss, 2012-02-22 Wi>Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you're done, you'll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include Installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geoposition Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia center, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informit.com/title/9780321812704

Pro Windows Phone App Development Falafel Software, 2013-09-30 The Windows Phone 8 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone App Development, Third Edition, helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Store and bring you up to speed on the new features the Windows Phone 8 API provides. For developers new to the Windows Phone platform—whether with .NET, iOS, or Android experience—this book starts by introducing the requirements, specifications, and basics of Windows Phone development, and then leads you through the complete application development process, using an array of complementary technologies and Microsoft's modern-style app design. Along the way, you'll learn how to Use Microsoft technologies like XAML, .NET, Visual Studio 2012, and Expression Blend effectively to develop modern-style Windows Phone apps Take advantage of the device's sensors with the location service, accelerometer, and touch Make your apps location-aware using GPS data Develop rich media applications that harness the graphics capabilities of Windows Phone models Design and develop Windows Phone applications using the Model-View-ViewModel architecture Publish and sell your application through the Windows Phone Store Whether you're a Microsoft developer, an iOS or Android developer, or someone with prior Windows Phone experience, Pro Windows Phone App Development, Third Edition, is an ideal guide for mastering the Windows Phone 8 platform and compelling Windows Phone app development.

App Inventor 2 David Wolber, Hal Abelson, Ellen Spertus, Liz Looney, 2014-10-13 Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multimedia quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Apps Steve Clinton, 2015 APPS 2ND EDITION with FREE BONUS WORTH \$9.99~Learn the fundamentals of app programming, development, and designs~Do you want to learn how to program your own app? Are you read to create something that could potentially change the world?Download Apps: Beginner's Guide For App Programming, App Development, App Design and learn the basic foundations of App programming so you can start programming your own app starting from tomorrow! What are you waiting for? Take action right now and become a programmerScroll up and BUY Apps: Beginner's Guide For App Programming, App Development, App Design NOW and become a programmer by tomorrow!

Flutter: Zero to App Pouya Hosseini, 2019-07-14 A hands-on, fast-paced guide to get you started with cross-platform mobile application development with Google's Flutter framework Important Features A thorough introduction of Dart language which is the backbone of Flutter, including: Variables and Types Functions Controls Flows Classes An extensive learning resource on Flutter's most prominent subjects like: Flutter Widgets including: Material Widgets like MaterialApp and Scaffold Basic widgets like Text, Column, Row, and many more. Flutter Buttons including: RaisedButton, FloatingActionButton, IconButton, DropdownButton and more. Flutter Input and Select handling like TextField, Form, Checkbox, etc. Flutter Dialogs and Panels Flutter views like ListView, GridView and PageView States and their management in Flutter Navigation and Routing in Flutter Handling Data with Future and Streams Managing Assets in Flutter Creating Custom Themes for Flutter apps Using Plugins and Packages in Flutter Deploying apps for Android and iOS Book Description Google's Flutter is a sophisticated framework for developing mobile, desktop and web applications. Flutter is equipped with the powers of Dart as the primary back-end language. For that, Flutter is extremely efficeint in native performances, and it is as fast as other native development tools. Flutter makes the life of a developer easier through multiple hierarchies: First let's you to code once and deploy to many platforms, then it will provides you with beautifully constructed widgets and tools to quickly build what you want. In this book you will learn how to effectively leverage the mighty power of Flutter and Dart in order to create and build professionally designed applications for both Android and iOS in matter of days. We will look at Flutter's many wonderful features and components in order to harness the capacities of this framework. In the first Part of the book, I will introduce Flutter: what it is, how to install it and so on. In the second part, you will learn the basics of the Dart language, For example how to write a Dart code that uses the notion of Classes, Functions, and Control flow statements. In the third part, you are finally exposed to the idea of a Flutter application, we will discuss some basic yet important widgets, the concept of states, working with buttons, inputs, selections dialogs, panels, views and much more. Then we move on to a more advanced set of topics like handling data in Flutter using Futures and Streams, Navigation and Routing in Flutter, defining assets, themes, fonts, using packages and plugins, and in the end, you will see how to deploy your app to the market. Who this book is for Flutter and ultimately this book is primarily intended to be worked by anyone who wishes to develop and design beautiful, native and cross-platform applications. So, I thank you for putting your trust in this book for learning Flutter and I hope the following pages would be of assistance to your future endeavors.

The Secrets of My App Success Jesse Waites, 2011-03-03 The Secrets of my App Success is widely known as the Bible of app development for Non-Programmers.

Learn iOS 7 App Development James Bucanek, 2014-01-24 Learn iOS App Development is both a rapid tutorial and a useful reference. You'll quickly get up to speed with Objective-C, Cocoa Touch, and the iOS 7 SDK. It's an all-in-one getting started guide to building your first iPhone or iPad app. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 7 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK—for programmers with some experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Objective-C language concepts and how to exploit design patterns and logic with the iOS SDK, based on Objective-C and the Cocoa Touch framework. Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated treatment of the core fundamentals of Objective-C. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the money you seek!

Hello App Inventor! Paula Beer, Carl Simmons, 2014-10-26 Summary Hello App Inventor! introduces creative young readers to the world of mobile programming—no experience required! Featuring more than 30 fun invent-it-yourself projects, this full-color, fun-to-read book starts with the building blocks you need to create a few practice apps. Then you'll learn the skills you need to bring your own app ideas to life. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Have you ever wondered how apps are made? Do you have a great idea for an app that you want to make reality? This book can teach you how to create apps for any Android device, even if you have never programmed before. With App Inventor, if you can imagine it, you can create it. Using this free, friendly tool, you can decide what you want your app to do and then click together colorful jigsaw-puzzle blocks to make it happen. App Inventor turns your project into an Android app that you can test on your computer, run on your phone, share with your friends, and even sell in the Google Play store. Hello App Inventor! introduces young readers to the world of mobile programming. It assumes no previous experience. Featuring more than 30 invent-it-yourself projects, this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life. We've provided the graphics and sounds to get you started right away. And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language. App Inventor is developed and maintained by MIT. What's Inside Covers MIT App Inventor 2 How to create animated characters, games, experiments, magic tricks, and a Zombie Alarm clock Use advanced phone features like: Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beer and Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming. Table of Contents Getting to know App Inventor Designing the user interface Using the screen: layouts and the canvas Fling, touch, and drag: user interaction with the touch screen Variables, decisions, and procedures Lists and loops Clocks and timers Animation Position sensors Barcodes and scanners Using speech and storing data on your phone Web-enabled apps Location-aware apps From idea to app Publishing and beyond

Building a Mobile App Sarah Guthals,2017-03-14 Coding is cool, and these fun projects help you get started today! Building a Mobile App offers basic lessons in Android development, designed specifically for kids! Three fun projects walk you through basic coding skills using MIT's App Inventor—a free, online programming tool that uses a simple block style language that makes coding easy to learn. No long chapters to read, and no homework—just dive right in! You'll begin with a basic project that shows you how to make an app that works; next, you'll put those skills to work on a photo editing app that takes your skills to the next level. Finally, you'll level up one more time to become a Game Maker—that's right, you'll actually build a mobile game that you can send to your friends! Each project includes step-by-step directions and plenty of graphics to help you stay on track, and easy-to-read instructions help you complete each project frustration-free. App building can get pretty complicated, but it doesn't have to start out that way. Start small to pick up the basics quickly, and you'll be coding in no time! This book helps you get started quickly and easily, with a focus on fun. Build your own Android mobile apps using a free online platform! Code everything yourself, including buttons, screens, and interactions! Build an app that lets you draw on pictures you take! Create a simple, interactive game you can share with your friends! Adults all over the world turn to For Dummies books for clear instruction with a sense of humor; the Dummies Junior books bring that same learning is fun attitude to kids, with projects designed specifically for a kid's interests, needs, and skill level. Building a Mobile App gets kids coding quickly, with fun projects they'll be happy to show off!

Appillionaires Chris Stevens,2011-09-15 Turn your app ideas into a money-making goldmine More than 10 billion apps have been downloaded from Apple's AppStore and with the right combination of original ideas, great features, solid coding, unique designs, and savvy marketing, your apps could be a part of that staggering number. This book shows you how to turn your ideas into profit-making success stories. Citing a fascinating array of real-world examples, this useful book invites you to meet the rich and famous of the app development world. You'll look behind the scenes of these successful visionaries to learn their secrets first hand and discover how these bedroom coders became overnight millionaires. Serves as a must-have introduction to the fascinating, cutting-edge world of app design, where innovation reaps reward Shows you how to structure your app development process based on the Appillionaires who made their fortune Explores what works and what doesn't with regards to getting your app featured and enticing buyers Looks at successful apps such as Angry Birds, Cut the Rope, Fruit Ninja, and many others that have taken the app world by storm If you were unaware of the potential to make money from selling your apps, then app-arently, you really need this book!

Learn to Program with App Inventor Lyra Logan,2019-11-26 Learn to build mobile apps for Android devices with MIT App Inventor, a visual drag-and-drop programming language like Scratch. You've swiped and tapped your way through countless apps, but have you ever created one? Now you can, thanks to Learn to Program with App Inventor. In less than an hour, you'll be able to build and run your first app! App Inventor is a free software for making Android apps. All you need is a PC with an Internet connection to build your app, and a mobile phone for testing. You'll use a simple drag-and-drop interface, which minimizes errors and avoids too much typing. A certified App Inventor Master Trainer, Logan breaks down each project into logical steps, lists the components you'll need, and then shows you how to create screen designs, control program flow with conditionals and loops, and store data in variables and lists. Once you've tested the app on your phone, you can test what you learned with challenges at the end of each chapter. You'll build cool apps like: * Hi, World!: Use your voice to send a text message * Practice Makes Perfect: Rehearse a speech or dance routine with this video recording app * Fruit Loot: Catch randomly failing fruit in this exciting game * Beat the Bus: Track a friend's journey using location services and maps * Virtual Shades: Take a selfie, then try on some virtual sunglasses Join the 6 million people who have tried App Inventor, and make the journey from app user to app inventor.

Eventually, you will utterly discover a extra experience and skill by spending more cash. nevertheless when? get you assume that you require to acquire those every needs similar to having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will lead you to comprehend even more nearly the globe, experience, some places, later than history, amusement, and a lot more?

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Table of Contents QweQweQ AppLabs

- 1. Understanding the eBook QweQweQ AppLabs
 - The Rise of Digital Reading QweQweQ AppLabs
 - Advantages of eBooks Over Traditional Books
- 2. Identifying QweQweQ AppLabs
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an QweQweQ AppLabs
 - User-Friendly Interface

- 4. Exploring eBook Recommendations from QweQweQ AppLabs
 - Personalized Recommendations
 - QweQweQ AppLabs User Reviews and Ratings
 - QweQweQ AppLabs and Bestseller Lists
- 5. Accessing QweQweQ AppLabs Free and Paid eBooks
 - QweQweQ AppLabs Public Domain eBooks
 - QweQweQ AppLabs eBook Subscription Services
 - QweQweQ AppLabs Budget-Friendly Options
- 6. Navigating QweQweQ AppLabs eBook Formats
 - ePub, PDF, MOBI, and More
 - QweQweQ AppLabs Compatibility with Devices

- QweQweQ AppLabs Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of QweQweQ AppLabs
 - Highlighting and Note-Taking QweQweQ AppLabs
 - Interactive Elements QweQweQ AppLabs
- 8. Staying Engaged with QweQweQ AppLabs
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers QweQweQ AppLabs
- 9. Balancing eBooks and Physical Books QweQweQ AppLabs
 - Benefits of a Digital

- Library
 - Creating a Diverse Reading Collection QweQweQ AppLabs
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine QweQweQ AppLabs
 - Setting Reading Goals QweQweQ AppLabs
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of QweQweQ AppLabs
 - Fact-Checking eBook Content of QweQweQ AppLabs
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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