



BeagleBone Black

Programming by Example



python



Agus Kurniawan

Beaglebone Black Programming By Example

Alexander Hiam



Beaglebone Black Programming By Example:

BeagleBone Black Programming by Example Agus Kurniawan, BeagleBone Black is a low cost community supported development platform for developers and hobbyists This book helps you to get started with BeagleBone Black development using Python and Node js with Debian Linux platform Several demo samples are be provided to accelerate your learning The following is highlight topics in this book Preparing Development Environment Basic Configuration Serial Debugging BeagleBone Black Programming Language BeagleBone Black I O Programming GPIO Analog I O PWM UART SPI I2C TWI Arduino Development Working with XBee IEEE 802 15 4 OpenCV Development **Programming the BeagleBone** Yogesh Chavan,2016-01-28 Master BeagleBone programming by doing simple electronics and Internet of Things projects About This Book Quickly develop electronics projects that interact with Internet applications using JavaScript and Python Learn about electronics components such as sensors and motors and how to communicate with them by writing programs A step by step guide to explore the exciting world of BeagleBone from connecting BeagleBone to doing electronics projects and creating IoT applications Who This Book Is For If you want to learn programming on embedded systems with BeagleBone by doing simple electronics projects this book is for you This book is also helpful to BeagleBone owners who want to quickly implement small scale home automation solutions It is assumed that you have familiarity with C and Python programming Some familiarity with electronics is helpful but not essential What You Will Learn Connect your BeagleBone to a computer in different ways and get the Cloud9 IDE running to quick start programming on the BeagleBone Get to know about BeagleBone extension pins such as GPIO and how to connect various electronics components with BeagleBone Read and write to various electronics components such as LED Push button sensors and motors Grasp in depth theory on Analog PWM and BUS programming and the electronics components used in programs Handle data to and from various BUS supporting modules such as UART I2C and SPI using the Adafruit BBIO Python library Write real life IoT applications in JavaScript and Python such as shooting an e mail on overheat and controlling a servo motor remotely Make use of online free cloud services to store and analyze sensor data collected on the BeagleBone Discover what else can be done using the BeagleBone Get to grips with embedded system BUS communication In Detail The whole world is moving from desktop computers to smartphones and embedded systems We are moving towards utilizing Internet of Things IoT An exponential rise in the demand for embedded systems and programming in the last few years is driving programmers to use embedded development boards such as Beaglebone BeagleBone is an ultra small cost effective computer that comes with a powerful hardware It runs a full fledged Debian Linux OS and provides numerous electronics solutions BeagleBone is open source and comes with an Ethernet port which allows you to deploy IoT projects without any additions to the board It provides plenty of GPIO Anlaog pins and UART I2C SPI pins which makes it the right choice to perform electronics projects This gives you all the benefits of Linux kernel such as multitasking multiusers and extensive device driver support This allows you to do programming in many languages including

high level languages such as JavaScript and Python This book aims to exploit the hardware and software capabilities of BeagleBone to create real life electronics and IoT applications quickly It is divided into two parts The first part covers JavaScript programs The second part provides electronics projects and IoT applications in Python First you will learn to use BeagleBone as tool to write useful applications on embedded systems Starting with the basics needed to set up BeagleBone and the Cloud9 IDE this book covers interfacing with various electronics components via simple programs The electronics theory related to these components is then explained in depth before you use them in a program Finally the book helps you create some real life IoT applications Style and approach An easy to follow guide full of real world electronics programs and quick troubleshooting tips using BeagleBone All the required electronics concepts are explained in detail before using them in a program and all programs are explained in depth Most of the theory is covered in the first part while the second part gives you some quick programs

BeagleBone Black Programming using Matlab Agus Kurniawan,2015-10-15 MATLAB provides APIs to access BeagleBone Black board This book helps you to get started with BeagleBone Black Programming using Matlab The following the highlight Preparing Development Environment Setting up BeagleBone Black Development for MATLAB Working with GPIO Working with PWM and ADC Working with I2C Working with SPI Working with Serial Port Working with Web Camera Working with BeagleBone Black Linux Command Measuring and Plotting Sensor Data in Real Time

Operating System Design Douglas Comer,2025-05-22 Lauded for avoiding the typical vague high level survey approach found in many texts earlier editions of this bestselling book removed the mystery by explaining the internal structure of an operating system in clear readable prose The third edition of Operating System Design The Xinu Approach expands and extends the text to include new chapters on a pipe mechanism multicore operating systems and considerations of operating systems being used in unexpected ways The text covers all major operating system components including the key topics of scheduling and context switching physical and virtual memory management file systems device drivers device independent I O Internet communication and user interfaces More important the book follows a logical architecture that places each component in a multi level hierarchy It simplifies learning about operating systems by allowing a reader to understand one level at a time without needing forward references It starts with a bare machine and builds the system level by level In the end a reader will appreciate how all the components of an operating system work together to form a unified integrated platform that allows arbitrary application programs to run concurrently The text uses a small elegant system named Xinu as an example to illustrate the concepts and principles and make the discussion concrete Because an operating system must deal with the underlying hardware the text shows examples for the two basic computer architectural approaches used in the computer industry CISC and RISC Readers will see that most of the code remains identical across the two architectures and they can easily compare the differences among the machine dependent pieces such as hardware initialization code device interface code and context switch code Xinu code is freely available and readers are strongly

encouraged to download the system and experiment by making modifications or extensions The Xinu web page <https://xinu.cs.purdue.edu> contains links to the code from the book as well as instructions on how to run Xinu on experimenter hardware boards The page also provides links to a version that runs on the free VirtualBox hypervisor A reader can install VirtualBox on their laptop or desktop and then run Xinu without the need for additional hardware

Learning BeagleBone Python Programming Alexander Hiam, 2015-07-14 BeagleBone is a barebone computer that can be configured and customized for different applications and is almost half the price of a standard computer This book will cover the basics of how BeagleBone Black's hardware interface subsystems work and can be controlled using two popular Python libraries for BeagleBone Black You will be introduced to BeagleBone Black's GPIO PWM ADC UART SPI I2C and eQEP subsystems We will then dive deep into more complex built-in peripherals demonstrating different ways to receive input from a user including buttons potentiometers and rotary encoders with the eQEP module We will also learn about interfacing with external devices this will be demonstrated using the serial modules to interface with external devices such as temperature sensors and accelerometers Towards the end of the book we will present a couple of real world problems and demonstrate how to solve them with the skills you've acquired

Android for the BeagleBone Black Andrew Henderson, Aravind Prakash, 2015-02-19 If you are an Android app developer who wants to experiment with the hardware capabilities of the BeagleBone Black platform then this book is ideal for you You are expected to have basic knowledge of developing Android apps but no prior hardware experience is required

BeagleBone Cookbook Mark A. Yoder, Jason Kridner, 2015-04-03 BeagleBone is an inexpensive web server Linux desktop and electronics hub that includes all the tools you need to create your own projects whether it's robotics gaming drones or software defined radio If you're new to BeagleBone Black or want to explore more of its capabilities this cookbook provides scores of recipes for connecting and talking to the physical world with this credit card sized computer All you need is minimal familiarity with computer programming and electronics Each recipe includes clear and simple wiring diagrams and example code to get you started If you don't know what BeagleBone Black is you might decide to get one after scanning these recipes Learn how to use BeagleBone to interact with the physical world Connect force light and distance sensors Spin servo motors stepper motors and DC motors Flash single LEDs strings of LEDs and matrices of LEDs Manage real time input output I/O Work at the Linux I/O level with shell commands Python and C Compile and install Linux kernels Work at a high level with JavaScript and the BoneScript library Expand BeagleBone's functionality by adding capes Explore the Internet of Things

Mastering Embedded Linux Programming Chris Simmonds, 2015-12-29 Harness the power of Linux to create versatile and robust embedded solutions About This Book Create efficient and secure embedded devices using Linux Minimize project costs by using open source tools and programs Explore each component technology in depth using sample implementations as a guide Who This Book Is For This book is ideal for Linux developers and system programmers who are already familiar with embedded systems and who want to know how to create best in class

devices A basic understanding of C programming and experience with systems programming is needed What You Will Learn Understand the role of the Linux kernel and select an appropriate role for your application Use Buildroot and Yocto to create embedded Linux systems quickly and efficiently Create customized bootloaders using U Boot Employ perf and ftrace to identify performance bottlenecks Understand device trees and make changes to accommodate new hardware on your device Write applications that interact with Linux device drivers Design and write multi threaded applications using POSIX threads Measure real time latencies and tune the Linux kernel to minimize them In Detail Mastering Embedded Linux Programming takes you through the product cycle and gives you an in depth description of the components and options that are available at each stage You will begin by learning about toolchains bootloaders the Linux kernel and how to configure a root filesystem to create a basic working device You will then learn how to use the two most commonly used build systems Buildroot and Yocto to speed up and simplify the development process Building on this solid base the next section considers how to make best use of raw NAND NOR flash memory and managed flash eMMC chips including mechanisms for increasing the lifetime of the devices and to perform reliable in field updates Next you need to consider what techniques are best suited to writing applications for your device We will then see how functions are split between processes and the usage of POSIX threads which have a big impact on the responsiveness and performance of the final device The closing sections look at the techniques available to developers for profiling and tracing applications and kernel code using perf and ftrace Style and approach This book is an easy to follow and pragmatic guide consisting of an in depth analysis of the implementation of embedded devices Each topic has a logical approach to it this coupled with hints and best practices helps you understand embedded Linux better

Exploring BeagleBone Derek Molloy, 2018-12-17 In depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands on guide to bringing gadgets gizmos and robots to life using the popular BeagleBone embedded Linux platform Comprehensive content and deep detail provide more than just a BeagleBone instruction manual you ll also learn the underlying engineering techniques that will allow you to create your own projects The book begins with a foundational primer on essential skills and then gradually moves into communication control and advanced applications using C C allowing you to learn at your own pace In addition the book s companion website features instructional videos source code discussion forums and more to ensure that you have everything you need The BeagleBone s small size high performance low cost and extreme adaptability have made it a favorite development platform and the Linux software base allows for complex yet flexible functionality The BeagleBone has applications in smart buildings robot control environmental sensing to name a few and expansion boards and peripherals dramatically increase the possibilities Exploring BeagleBone provides a reader friendly guide to the device including a crash course in computer engineering While following step by step you can Get up to speed on embedded Linux electronics and programming Master interfacing electronic circuits buses and modules with practical examples Explore the Internet

connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications including video and sound Explore the BeagleBone s Programmable Real Time Controllers Updated to cover the latest Beagle boards Linux kernel versions and Linux software releases Includes new content on Linux kernel development the Linux Remote Processor Framework CAN bus IoT frameworks and much more Hands on learning helps ensure that your new skills stay with you allowing you to design with electronics modules or peripherals even beyond the BeagleBone Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone the practical handbook for the popular computing platform

BeagleBone For Dummies Rui Santos,Luís Miguel Costa Perestrelo,2015-02-23 The definitive easy to use guide to the popular BeagleBone board BeagleBone For Dummies is the definitive beginner s guide to using the popular BeagleBone board to learn electronics and programming Unlike other books that require previous knowledge of electronics Linux and Python this one assumes you know nothing at all and guides you step by step throughout the process of getting acquainted with your BeagleBone Original or BeagleBone Black You ll learn how to get set up use the software build the hardware and code your projects with plenty of examples to walk you through the process You ll move carefully through your first BeagleBone project then get ideas for branching out from there to create even better more advanced programs The BeagleBone is a tiny computer board about the size of a credit card that has all the capability of a desktop Its affordability and ease of use has made it popular among hobbyists hardware enthusiasts and programmers alike and it s time for you to join their ranks as you officially dive into the world of microcomputers This book removes the guesswork from using the popular BeagleBone board and shows you how to get up and running in no time Download the operating system and connect your BeagleBone Learn to navigate the desktop environment Start programming with Python and Bonescript Build your first project and find plans for many more To learn BeagleBone you could spend hours on the Internet and still never find the information you need or you can get everything you need here This book appeals to all new and inexperienced hobbyists tinkerers electronics gurus hackers budding programmers engineers and hardware geeks who want to learn how to get the most out of their powerful BeagleBone

BeagleBone Robotic Projects Richard Grimm,2013-12-26 Develop practical example projects with detailed explanations combine the projects in a vast number of ways to create different robot designs or work through them in sequence to discover the full capability of the BeagleBone Black This book is for anyone who is curious about using new low cost hardware to create robotic projects that have previously been the domain of research labs major universities or Defence departments Some programming experience would be useful but if you know how to use a personal computer you can use this book to construct far more complex systems than you would have thought possible

Mastering Embedded Linux Programming Frank Vasquez,Chris Simmonds,2021-05-14 Build customize and deploy Linux based embedded systems with confidence using Yocto bootloaders and build tools Key Features Master build systems toolchains and kernel integration for embedded Linux Set up custom

Linux distros with Yocto and manage board specific configurations Learn real world debugging memory handling and system performance tuning Book Description If you're looking for a book that will demystify embedded Linux then you've come to the right place Mastering Embedded Linux Programming is a fully comprehensive guide that can serve both as a means to learn new things or as a handy reference The first few chapters of this book will break down the fundamental elements that underpin all embedded Linux projects the toolchain the bootloader the kernel and the root filesystem After that you will learn how to create each of these elements from scratch and automate the process using Buildroot and the Yocto Project As you progress the book will show you how to implement an effective storage strategy for flash memory chips and install updates to a device remotely once it's deployed You'll also learn about the key aspects of writing code for embedded Linux such as how to access hardware from apps the implications of writing multi-threaded code and techniques to manage memory in an efficient way The final chapters demonstrate how to debug your code whether it resides in apps or in the Linux kernel itself You'll also cover the different tracers and profilers that are available for Linux so that you can quickly pinpoint any performance bottlenecks in your system By the end of this Linux book you'll be able to create efficient and secure embedded devices using Linux What you will learn Use Buildroot and the Yocto Project to create embedded Linux systems Troubleshoot BitBake build failures and streamline your Yocto development workflow Update IoT devices securely in the field using Mender or balena Prototype peripheral additions by reading schematics modifying device trees soldering breakout boards and probing pins with a logic analyzer Interact with hardware without having to write kernel device drivers Divide your system up into services supervised by BusyBox runit Debug devices remotely using GDB and measure the performance of systems using tools such as perf ftrace eBPF and Callgrind Who this book is for If you're a systems software engineer or system administrator who wants to learn how to implement Linux on embedded devices then this book is for you It's also aimed at embedded systems engineers accustomed to programming for low power microcontrollers who can use this book to help make the leap to high speed systems on chips that can run Linux Anyone who develops hardware that needs to run Linux will find something useful in this book but before you get started you'll need a solid grasp on POSIX standard C programming and shell scripting

The Biopolitics of Dementia James Rupert Fletcher, 2023-11-30 This book explores how dementia studies relates to dementia's growing public profile and corresponding research economy The book argues that a neuropsychiatric biopolitics of dementia positions dementia as a syndrome of cognitive decline caused by discrete brain diseases distinct from ageing widely misunderstood by the public that will one day be overcome through technoscience This biopolitics generates dementia's public profile and is implicated in several problems including the failure of drug discovery the spread of stigma the perpetuation of social inequalities and the lack of support that is available to people affected by dementia Through a failure to critically engage with neuropsychiatric biopolitics much dementia studies is complicit in these problems Drawing on insights from critical psychiatry and critical gerontology this book explores these problems and the

relations between them revealing how they are facilitated by neuro agnostic dementia studies work that lacks robust biopolitical critiques and sociopolitical alternatives In response the book makes the case for a more biopolitically engaged neurocritical dementia studies and shows how such a tradition might be realised through the promotion of a promissory sociopolitics of dementia

GNU/Linux Rapid Embedded Programming Rodolfo Giometti, 2017-03-29 An annotated guide to program and develop GNU Linux Embedded systems quickly Key Features Rapidly design and build powerful prototypes for GNU Linux Embedded systems Become familiar with the workings of GNU Linux Embedded systems and how to manage its peripherals Write monitor and configure applications quickly and effectively manage an external micro controller and use it as co processor for real time tasks Book Description Embedded computers have become very complex in the last few years and developers need to easily manage them by focusing on how to solve a problem without wasting time in finding supported peripherals or learning how to manage them The main challenge with experienced embedded programmers and engineers is really how long it takes to turn an idea into reality and we show you exactly how to do it This book shows how to interact with external environments through specific peripherals used in the industry We will use the latest Linux kernel release 4.4.x and Debian Ubuntu distributions with embedded distributions like OpenWrt and Yocto The book will present popular boards in the industry that are user friendly to base the rest of the projects on BeagleBone Black SAMA5D3 Xplained Wandboard and system on chip manufacturers Readers will be able to take their first steps in programming the embedded platforms using C Bash and Python PHP languages in order to get access to the external peripherals More about using and programming device driver and accessing the peripherals will be covered to lay a strong foundation The readers will learn how to read write data from to the external environment by using both C programs or a scripting language Bash PHP Python and how to configure a device driver for a specific hardware After finishing this book the readers will be able to gain a good knowledge level and understanding of writing configuring and managing drivers controlling and monitoring applications with the help of efficient quick programming and will be able to apply these skills into real world projects What you will learn Use embedded systems to implement your projects Access and manage peripherals for embedded systems Program embedded systems using languages such as C Python Bash and PHP Use a complete distribution such as Debian or Ubuntu or an embedded one such as OpenWrt or Yocto Harness device driver capabilities to optimize device communications Access data through several kinds of devices such as GPIO s serial ports PWM ADC Ethernet WiFi audio video I2C SPI One Wire USB and CAN Who this book is for This book targets Embedded System developers and GNU Linux programmers who would like to program Embedded Systems and perform Embedded development The book focuses on quick and efficient prototype building Some experience with hardware and Embedded Systems is assumed as is having done some previous work on GNU Linux systems Knowledge of scripting on GNU Linux is expected as well

USB Complete: The Developer's Guide, Fifth Edition Jan Axelson, 2015-03-01 Developers who design and program USB devices have a new resource in the fifth edition of USB

Complete The Developer's Guide This edition adds an introduction to USB 3.1 and SuperSpeedPlus bus which offers a 2x increase in bus speed over USB 3.0's SuperSpeed For designs that don't require USB 3.1's capabilities the book also covers USB 2.0 technology and applications USB Complete Fifth Edition bridges the gap between the technical specifications and the real world of design and programming Author Jan Axelson distills the fundamentals of the protocols and guides developers in choosing device hardware deciding whether to target a USB class driver or another host driver and writing device firmware and host applications Example code in Visual C shows how to detect and access USB devices and how to program and communicate with vendor defined devices that use the human interface device HID class driver and Microsoft's WinUSB driver Also covered are how to use bus power including new advanced power delivery capabilities wireless communications for USB devices and developing embedded hosts including dual role USB On The Go devices Programmers and hardware designers can rely on USB Complete's Fifth Edition to help get projects up and running quickly Students and hobbyists will learn how to use the interface built into every PC Instructors will find inspiration and guidance for class projects

Learning ROS for Robotics Programming Enrique Fernández,Luis Sánchez Crespo,Anil Mahtani,Aaron Martinez,2015-08-18 Your one stop guide to the Robot Operating System About This Book Model your robot on a virtual world and learn how to simulate it Create visualize and process Point Cloud information Easy to follow practical tutorials to program your own robots Who This Book Is For If you are a robotic enthusiast who wants to learn how to build and program your own robots in an easy to develop maintainable and shareable way this book is for you In order to make the most of the book you should have a C programming background knowledge of GNU Linux systems and general skill in computer science No previous background on ROS is required as this book takes you from the ground up It is also advisable to have some knowledge of version control systems such as svn or git which are often used by the community to share code What You Will Learn Install a complete ROS Hydro system Create ROS packages and metapackages using and debugging them in real time Build handle and debug ROS nodes Design your 3D robot model and simulate it in a virtual environment within Gazebo Give your robots the power of sight using cameras and calibrate and perform computer vision tasks with them Generate and adapt the navigation stack to work with your robot Integrate different sensors like Range Laser Arduino and Kinect with your robot Visualize and process Point Cloud information from different sensors Control and plan motion of robotic arms with multiple joints using MoveIt In Detail If you have ever tried building a robot then you know how cumbersome programming everything from scratch can be This is where ROS comes into the picture It is a collection of tools libraries and conventions that simplifies the robot building process What's more ROS encourages collaborative robotics software development allowing you to connect with experts in various fields to collaborate and build upon each other's work Packed full of examples this book will help you understand the ROS framework to help you build your own robot applications in a simulated environment and share your knowledge with the large community supporting ROS Starting at an introductory level this book is a

comprehensive guide to the fascinating world of robotics covering sensor integration modeling simulation computer vision navigation algorithms and more You will then go on to explore concepts like topics messages and nodes Next you will learn how to make your robot see with HD cameras or navigate obstacles with range sensors Furthermore thanks to the contributions of the vast ROS community your robot will be able to navigate autonomously and even recognize and interact with you in a matter of minutes What s new in this updated edition First and foremost we are going to work with ROS Hydro this time around You will learn how to create visualize and process Point Cloud information from different sensors This edition will also show you how to control and plan motion of robotic arms with multiple joints using MoveIt By the end of this book you will have all the background you need to build your own robot and get started with ROS Style and approach This book is an easy to follow guide that will help you find your way through the ROS framework This book is packed with hands on examples that will help you program your robot and give you complete solutions using ROS open source libraries and tools

Computer Networks Piotr Gaj, Michał Sawicki, Andrzej Kwiecień, 2019-06-18 This book constitutes the thoroughly refereed proceedings of the 26th International Conference on Computer Networks CN 2019 held in Gliwice Poland in June 2019 The 29 full papers presented were carefully reviewed and selected from 64 submissions They are organized in topical sections on computer networks communications and queueing theory and queueing networks **Handbook of Research on**

Educational Technology Integration and Active Learning Keengwe, Jared, 2015-05-31 As today s teachers prepare to instruct a new generation of students the question is no longer whether technology should be integrated into the classroom but only how Forced to combat shorter attention spans and an excess of stimuli teachers sometimes see technology as a threat rather than a potential enhancement to traditional teaching methods The Handbook of Research on Educational Technology Integration and Active Learning explores the need for new professional development opportunities for teachers and educators as they utilize emerging technologies to enhance the learning experience Highlighting the advancements of ubiquitous computing authentic learning and student centered instruction this book is an essential reference source for educators academics students researchers and librarians *30 BeagleBone Black Projects for the Evil Genius* Christopher

Rush, 2014-09-26 Fiendishly Fun Ways to Use the BeagleBone Black This wickedly inventive guide shows you how to program and build fun and fascinating projects with the BeagleBone Black You ll learn how to connect the BeagleBone Black to your computer and program it quickly mastering BoneScript and other programming tools so you can get started right away 30 BeagleBone Black Projects for the Evil Genius is filled with a wide variety of do it yourself LED sensor robotics display audio and spy gadgets You ll also get tips and techniques that will help you design your own ingenious devices Features step by step instructions and helpful illustrations Provides full schematic and breadboard layout diagrams for the projects Includes detailed programming code Removes the frustration factor all required parts are listed along with sources Build these and other clever creations High powered LED Morse code sender RGB LED fader GPS tracker Temperature sensor Light level

indicator Web controlled rover Plant hydration system Sentinel turret 7 segment clock Display for sensor information
Internet radio Imperial march indicator Intruder alert using Twitter API Lie detector Auto dog barker Beginning NFC
Tom Igoe,Don Coleman,Brian Jepson,2014-01-14 Jump into the world of Near Field Communications NFC the fast growing
technology that lets devices in close proximity exchange data using radio signals With lots of examples sample code exercises
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and BeagleBone

The Enigmatic Realm of **Beaglebone Black Programming By Example**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing lacking extraordinary. Within the captivating pages of **Beaglebone Black Programming By Example** a literary masterpiece penned by way of a renowned author, readers set about a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting affect the hearts and minds of those that partake in its reading experience.

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Beaglebone Black Programming By Example Introduction

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