```
<audio controls> <source src="https://bafybeibmh3f454nfk3qjv3yef6vvaowpim"
in the Moat/Sharks in the Moat.m4a" type="audio/mpeg"> </au-
dio> <audio controls> <source src="https://bafybeibmh3f454nfk3qjv3yef6vvaowpi
%20User%20Story%20Mapping/User%20Story%20Mapping.mp3" type="audio/mp
 </audio><audio controls><source src="https://bafybeibmh3f454nfk3qjv3yef6vva"
%20Working%20in%20Public/Working%20in%20Public.mp3" type="audio/mpeg">
</audio><audio controls><source src="https://bafybeibmh3f454nfk3qjv3yef6vva
%20Clean%20Agile/Clean%20Agile%20-%20Back%20to%20Basics.m4b"
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeihly
%20Amazon%20Web%20Services%20in%20Action/Andreas%20Wittig%2C%20Micl
%20Amazon%20Web%20Services%20in%20Action.mp3" type="audio/mpeg">
</audio><audio controls><source src="https://bafybeihlwtg5mlngqa3l7qs2n2p6"
%20Raspberry%20Pi%204%20Projects%20for%20the%20Evil%20Genius/Raspberry
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffq
%20C++%20Concurrency%20in%20Action%20%5BSecond%20Edition%5D/Anthor
%20C++%20Concurrency%20in%20Action,%20Second%20Edition.mp3"
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffq
%20C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%202/C++%20and%20Linux%20Operating%20System%20Z/C++%20and%20Linux%20Operating%20System%20Z/C++%20and%20Linux%20Operating%20System%20Z/C++%20and%20Linux%20Operating%20System%20Z/C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20and%20C++%20A0A++%20A0A++%20A0A++%20A0A++%20A0A++%20A0A++%20A0
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffq
Data-Intensive_Applications/Designing_Data-Intensive_Applications.mp3"
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffe
%20Algorithms%20of%20the%20Intelligent%20Web/Douglas%20McIlwraith,%20He
%20Algorithms%20of%20the%20Intelligent%20Web.mp3 "type="audio/mpeg">
</audio><audio controls><source src="https://bafybeiffqwhhns3fbnhvfq2tjoixlq"
\%20 The \%20 Programmer \%27s\%20 Brain/The \%20 Programmer \%27s\%20 Brain\%20 Programmer \%20 Programmer W20 Programm
%20What%20Every%20Programmer%20Needs%20to%20Know%20About%20Cognition
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffq
\%20 Seriously \%20 Good \%20 Software \%20 Code \%20 That \%20 Works, \%20 Survives, \%20 Good \%20 Software \%20 Code \%20 That \%20 Works, \%20 Survives, \%20 Good \%20 Software \%20 Code \%20 That \%20 Works, \%20 Survives, \%20 Good \%20 Software \%20 Code \%20 That \%20 Works, \%20 Survives, \%20 Good \%20 Software \%20 Code \%20 That \%20 Works, \%20 Survives, \%20 Good \%20 Software \%20 Code \%20 That \%20 Works, \%20 Survives, \%2
%20Seriously%20Good%20Software%20Code%20That%20Works,%20Survives,%20a
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffq
\%20 The \%20 Art \%20 of \%20 Unit \%20 Testing \%20 With \%20 Examples \%20 in \%20 C\%23/Hesting \%20 The \%20 Art \%20 of \%20 Unit \%20 Testing \%20 With \%20 Examples \%20 in \%20 C\%23/Hesting \%20 The \%20 Art \%20 of \%20 Unit \%20 Testing \%20 With \%20 Examples \%20 in \%20 C\%23/Hesting \%20 With \%20 Examples \%20 in \%20 C\%23/Hesting \%20 With \%20 Examples \%20 in \%20 C\%23/Hesting \%20 With \%20 Examples \%20 With W20 With W
\%20 The \%20 Art \%20 of \%20 Unit \%20 Testing \%20 With \%20 Examples \%20 in \%20 C\%23.nd (2000) and (
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiga
type="audio/mpeg"> </audio> <audio controls> <source src="https://bafybeiffq
```