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KEY=INSTRUCTION - ADRIENNE ANDREWS

PSP Hacks "*O'Reilly Media, Inc.*" **With "PSP Hacks," readers can accomplish more than good gaming on the PSP--they'll quickly learn to surf the Web with a PSP, chat in IRC, and use the PSP to read Web comics, ebooks, and RSS feeds. GameAxis Unwired GameAxis Unwired is a magazine dedicated to bring you the latest news, previews, reviews and events around the world and close to you. Every month rain or shine, our team of dedicated editors (and hardcore gamers!) put themselves in the line of fire to bring you news, previews and other things you will want to know. Hacking the PSP Cool Hacks, Mods, and Customizations for the Sony?PlayStation?Portable** *John Wiley & Sons Incorporated* **Provides information on getting the most out of a PSP, covering such topics as playing multiplayer games wirelessly, reading the comics, changing game backgrounds, and finding free downloads. Backpacker Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured. Secrets of Methamphetamine Manufacture Including Recipes for MDA, Ecstasy, and Other Psychedelic Amphetamines This title is out of print as of 03/02/2005. A new revised and updated edition: Secrets of Methamphetamine Manufacture, 7th Edition, will be available as of 03/08/2005. The Definitive Handbook of Business Continuity Management** *John Wiley & Sons* **With a pedigree going back over ten years, The Definitive Handbook of Business Continuity Management can rightly claim to be a classic guide to business risk management and contingency planning, with a style that makes it accessible to all business managers. Some of the original underlying principles remain the same – but much has changed. This is reflected in this radically updated third edition, with exciting and helpful new content from new and innovative contributors and new case studies bringing the book right up to the minute. This book combines over 500 years of experience from leading Business Continuity experts of many countries. It is presented in an easy-to-follow format, explaining in detail the core BC activities incorporated in BS 25999, Business Continuity Guidelines, BS 25777 IT Disaster Recovery and other standards and in the body of knowledge common to the key business continuity institutes. Contributors from America, Asia Pacific, Europe, China, India and the Middle East provide a truly global perspective, bringing their own insights and approaches to the subject, sharing best practice from the four corners of the world. We explore and summarize the latest legislation, guidelines and standards impacting BC planning and management and explain their impact. The structured format, with many revealing case studies, examples and checklists, provides a clear roadmap, simplifying and de-mystifying business continuity processes for those new to its disciplines and providing a benchmark of current best practice for those more experienced practitioners. This book makes a massive contribution to the knowledge base of BC and risk management. It is essential reading for all business continuity, risk managers and auditors: none should be without it. Modern Robotics** *Cambridge University Press* **A modern and unified treatment of the mechanics, planning, and control of robots, suitable for a first course in robotics. Paint Shop Pro 9 For Dummies** *John Wiley & Sons* **General Botany Laboratory Manual** *AuthorHouse* **The laboratory component of General Botany provides you the opportunity to view interrelationships between and among structures, to handle live or preserved material, to become familiar with the many terms we use throughout the course, and to learn how to use a microscope properly. Each of you will have your own microscope every week, no exceptions. This laboratory is fundamental, yet integral to your understanding of General Botany. The images in your manual are intended to serve as a guide while you view permanent or prepared slides. These must be viewed by each of you independently. At no time will questions be answered re where is a particular structure, etc., unless the slide is on the stage of your microscope and in focus.The content of the laboratory is rich, as is the terminology. You must come to lab prepared. You must come to lab knowing what the various terms you are about to deal with mean. There is no such thing as finishing early that simply isn't possible.In some laboratory exercises you will be asked to identify structures of an organism. For example, Examine slide 9 labeled Rhizopus sporangia w.m. and identify the mitosporangia, mitospores, columella, mitosporangiophore, and zygotes. In all likelihood you will only be able to see mitosporangia, mitospores, columella, and mitosporangiophores. If zygotes are absent in your slide you note that the population of hyphae you are examining are only reproducing asexually. These questions are written in this manner to further fortify your understanding of the organisms in question and not to trick you. Thinking about what you are viewing is**

not an option but a necessity!The phylogeny we have adopted in this course is a composite. No single phylogeny best reflects our collective understanding of all the organisms included in this course so we have created one that reflects modern thought and is based on both morphological and molecular data. None is any more correct or incorrect than is any other, but this is the one that we will use, and the one we deem as most acceptable.Rest assured, much still needs to be learned about the evolution of many of the groups we will study. Regardless, the course does provide you a general overview of the evolutionary biology of these various groups. This is your starting point, it is not the endpoint! Hacking Video Game Consoles Turn your old video game systems into awesome new portables *Wiley* Space Invaders and Asteroids are back! Loved that Atari(r) when you were a kid? So did Ben Heckendorn - so much, in fact, that he successfully resurrected it as a slim, go-anywhere portable. When Playstation(r) and Nintendo(r) aficionados got jealous, he created miniaturized, fully functioning, battery-powered versions of those too. Now it's your turn. Every secret is here - complete instructions, materials lists, tool tips, even advice on finding parts. Just wait 'til they see this at the high school reunion. Ready? Let's get started Plans and instructions for building eight handheld, classic video games * Choosing a game system - Atari(r), Nintendo(r), Super Nintendo(r), or Playstation(r)1 * What you'll spend * Electronics and soldering 101 * Hacking portable TVs for their screens * Building the case - CNC or freehand? * Yank the cord, install the batteries Journal Historique Et Littéraire ... Kubernetes for Full-Stack Developers *DigitalOcean* This book is designed to help newcomers and experienced users alike learn about Kubernetes. Its chapters are designed to introduce core Kubernetes concepts and to build on them to a level where running an application on a production cluster is a familiar, repeatable, and automated process. From there, more advanced topics are introduced, like how to manage a Kubernetes cluster itself. IBM TS7700 Release 4.2 Guide *IBM Redbooks* This IBM® Redbooks® publication covers IBM TS7700 R4.2. The IBM TS7700 is part of a family of IBM Enterprise tape products. This book is intended for system architects and storage administrators who want to integrate their storage systems for optimal operation. Building on over 20 years of virtual tape experience, the TS7760 now supports the ability to store virtual tape volumes in an object store. The TS7700 has supported off loading to physical tape for over two decades. Off loading to physical tape behind a TS7700 is utilized by hundreds of organizations around the world. Using the same hierarchical storage techniques, the TS7700 can also off load to object storage. Given object storage is cloud based and accessible from different regions, the TS7760 Cloud Storage Tier support essentially allows the cloud to be an extension of the grid. As of the release of this document, the TS7760C supports the ability to off load to IBM Cloud Object Storage as well as Amazon S3. To learn about the TS7760 cloud storage tier function, planning, implementation, best practices, and support see IBM Redpaper IBM TS7760 R4.2 Cloud Storage Tier Guide, redp-5514 at: http://www.redbooks.ibm.com/abstracts/redp5514.html The IBM TS7700 offers a modular, scalable, and high-performance architecture for mainframe tape virtualization for the IBM Z® environment. It is a fully integrated, tiered storage hierarchy of disk and tape. This storage hierarchy is managed by robust storage management microcode with extensive self-management capability. It includes the following advanced functions: Improved reliability and resiliency Reduction in the time that is needed for the backup and restore process Reduction of services downtime that is caused by physical tape drive and library outages Reduction in cost, time, and complexity by moving primary workloads to virtual tape More efficient procedures for managing daily backup and restore processing Infrastructure simplification through reduction of the number of physical tape libraries, drives, and media TS7700 delivers the following new capabilities: TS7760C supports the ability to off load to IBM Cloud Object Storage as well as Amazon S3 8-way Grid Cloud consisting of any generation of TS7700 Synchronous and asynchronous replication Tight integration with IBM Z and DFSMS policy management Optional Transparent Cloud Tiering Optional integration with physical tape Cumulative 16Gb FICON throughput up to 4.8GB/s 8 IBM Z hosts view up to 496 8 equivalent devices Grid access to all data independent of where it exists The TS7760T writes data by policy to physical tape through attachment to high-capacity, high-performance IBM TS1150 and IBM TS1140 tape drives installed in an IBM TS4500 or TS3500 tape library. The TS7760 models are based on high-performance and redundant IBM POWER8® technology. They provide improved performance for most IBM Z tape workloads when compared to the previous generations of IBM TS7700. WHO Guidelines for Safe Surgery 2009 Safe Surgery Saves Lives Confronted with worldwide evidence of substantial public health harm due to inadequate patient safety, the World Health Assembly (WHA) in 2002 adopted a resolution (WHA55.18) urging countries to strengthen the safety of health care and monitoring systems. The resolution also requested that WHO take a lead in setting global norms and standards and supporting country efforts in preparing patient safety policies and practices. In May 2004, the WHA approved the creation of an international alliance to improve patient safety globally; WHO Patient Safety was launched the following October. For the first time, heads of agencies, policy-makers and patient groups from around the world came together to advance attainment of the goal of "First, do no harm" and to reduce the adverse consequences of unsafe health care. The purpose of WHO Patient Safety is to facilitate patient safety policy and practice. It is concentrating its actions on focused safety campaigns called Global Patient Safety Challenges, coordinating Patients for Patient Safety, developing a standard taxonomy, designing tools for research policy and assessment, identifying solutions for patient safety, and developing reporting and learning initiatives aimed at producing 'best practice' guidelines. Together these efforts could save millions of lives by improving basic health care and halting the diversion of resources from other productive uses. The Global Patient Safety Challenge, brings together the expertise of specialists to improve the safety of care. The area chosen for the first Challenge in 2005-2006, was infection associated with health care. This campaign established simple, clear standards for hand hygiene, an educational campaign and WHO's first Guidelines on Hand Hygiene in Health Care. The problem area selected for the second Global Patient Safety Challenge, in 2007-2008, was the safety of surgical care. Preparation of these Guidelines for Safe Surgery followed the steps recommended by WHO. The

groundwork for the project began in autumn 2006 and included an international consultation meeting held in January 2007 attended by experts from around the world. Following this meeting, expert working groups were created to systematically review the available scientific evidence, to write the guidelines document and to facilitate discussion among the working group members in order to formulate the recommendations. A steering group consisting of the Programme Lead, project team members and the chairs of the four working groups, signed off on the content and recommendations in the guidelines document. Nearly 100 international experts contributed to the document (see end). The guidelines were pilot tested in each of the six WHO regions--an essential part of the Challenge--to obtain local information on the resources required to comply with the recommendations and information on the feasibility, validity, reliability and cost-effectiveness of the interventions. Game Feel A Game Designer's Guide to Virtual Sensation *CRC Press* "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described. The Computer Graphics Manual *Springer Science & Business Media* This book presents a broad overview of computer graphics (CG), its history, and the hardware tools it employs. Covering a substantial number of concepts and algorithms, the text describes the techniques, approaches, and algorithms at the core of this field. Emphasis is placed on practical design and implementation, highlighting how graphics software works, and explaining how current CG can generate and display realistic-looking objects. The mathematics is non-rigorous, with the necessary mathematical background introduced in the Appendixes. Features: includes numerous figures, examples and solved exercises; discusses the key 2D and 3D transformations, and the main types of projections; presents an extensive selection of methods, algorithms, and techniques; examines advanced techniques in CG, including the nature and properties of light and color, graphics standards and file formats, and fractals; explores the principles of image compression; describes the important input/output graphics devices. Neurology in Africa *Cambridge University Press* This practical, comprehensive and highly illustrated book will be invaluable to students and doctors of neurology and internal medicine in Africa. Radar Instruction Manual Since 1958 the Maritime Administration has continuously conducted instructions in use of collision avoidance radar for qualified U.S. seafaring personnel and representatives of interested Federal and State Agencies.Beginning in 1963, to facilitate the expansion of training capabilities and at the same time to provide the most modern techniques in training methods, radar simulators were installed in Maritime Administration?s three region schools.It soon became apparent that to properly instruct the trainees, even with the advanced equipment, a standardize up-to-date instruction manual was needed. The first manual was later revised to serve both as a classroom textbook and as an onboard reference handbook.This newly updated manual, the fourth revision, in keeping with Maritime Administration policy, has been restructured to include improved and more effective methods of plotting techniques for use in Ocean, Great Lakes, Coastwise and Inland Waters navigation.Robert J. BlackwellAssistant Secretary for Maritime Affairs Best Before Videogames, Supersession and Obsolescence *Routledge* Best Before examines how the videogames industry's retail, publishing, technology design, advertising and marketing practices actively produce obsolescence, wearing out and retiring old games to make way for the always new, just out of reach, 'coming soon' title and 'next generation' platform. The Art of Assembly Language, 2nd Edition *No Starch Press* Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's The Art of Assembly Language has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read The Art of Assembly Language, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to: –Edit, compile, and run HLA programs –Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces –Translate arithmetic expressions (integer and floating point) –Convert high-level control structures This much anticipated second edition of The Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language. YouTube For Dummies *John Wiley & Sons* YouTube For Dummies takes the classic Dummies tact in helping tech novices get a handle on a popular technology that more tech-savvy audiences consider "simple." With so much content on YouTube getting media attention, more first-timers are jumping on

the site and they need help. The book also helps the next step audience of users looking to add content to YouTube. Content includes: Watching the Tube - includes getting your PC ready for YouTube viewing, finding video, signing up for an account, and creating favorites. Loading Video to YouTube—covers the nuts and bolts of shooting video, transferring it to a PC, editing it, and sending it up to YouTube. Bringing Along YouTube—covers the various ways you can use YouTube video in places other than on the site. Includes mobile YouTube and adding videos to your MySpace page or another Web site. I Always Wanted To Direct—explores how to use YouTube's directors program to upload longer video, use the site for marketing, or launch your own videoblog. Physics at the Terascale *John Wiley & Sons* Written by authors working at the forefront of research, this accessible treatment presents the current status of the field of collider-based particle physics at the highest energies available, as well as recent results and experimental techniques. It is clearly divided into three sections; The first covers the physics -- discussing the various aspects of the Standard Model as well as its extensions, explaining important experimental results and highlighting the expectations from the Large Hadron Collider (LHC). The second is dedicated to the involved technologies and detector concepts, and the third covers the important - but often neglected - topics of the organisation and financing of high-energy physics research. A useful resource for students and researchers from high-energy physics. Management of Dead Bodies After Disasters A Field Manual for First Responders *Pan Amer Health Org* Dignified and proper management of the dead in disasters is fundamental to help the families know the fate of their relatives and mourn their dead. This manual is intended for use by those first on the scene following a disaster when no specialists are at hand. It provides basic guidance to manage the recovery, basic identification, storage and disposal of dead bodies following disasters, to ensure that no information is lost and that the dead are treated with respect. This field manual is the first ever to provide step-by-step guidance on how to recover and identify victims killed in disasters while duly considering the needs and rights of survivors. The book also provides practical annexes, including a Dead Body Identification Form, a Missing Persons Form, and a chart of sequential numbers for unique referencing of bodies. IBM TS7700 Series DS8000 Object Store User's Guide Version 2.0 *IBM Redbooks* The IBM® TS7700 features a functional enhancement that allows for the TS7700 to act as an object store for transparent cloud tiering with IBM DS8000® (DS8K), DFSMShsm (HSM), and native DFSMSdss (DSS). This function can be used to move data sets directly from DS8000 to TS7700. This IBM Redpaper publication describes the client value, and how DFSMS, DS8000, and TS7700 are set up to enable and use the function. Political Crises, Social Conflict and Economic Development The Political Economy of the Andean Region *Edward Elgar Publishing* Political Crises, Social Conflict and Economic Development is a rare attempt to undertake comparative political economy analysis of the Andean region and thus represents a welcome contribution. . . It is clearly written and will engage scholars interested in Latin America from a wide range of disciplines. Jonathan di John, Journal of Agrarian Change This collection of essays on the political economy of the Andean region goes to the heart of the struggle these smaller economies face in completing crucial reforms and achieving higher growth. Andrés Solimano has brought together the best and the brightest talent from each country, the result being the most compelling analysis ever of how enclave development and a historical dependence on primary exports renders these countries distinctly Andean. As the essays argue, the political solutions and economic remedies must address this phenomenon, rather than mimicking those strategies of the larger emerging market countries in the region. Carol Wise, University of Southern California, US The contributors to this authoritative volume analyze the impact of political crises and social conflict on economic performance in the Andean region of Latin America. The blend of theory and case studies is also relevant for understanding other complex societies in the developing world and transition economies. The book provides illuminating insights on how to understand, and survive, the complicated interactions between volatile politics, unstable democracies, violence, social inequality and uneven economic performance. Recent political economy theories are combined with valuable quantitative and qualitative information on presidential crises, breakdowns of democracy, constitutional reforms, quality of institutions, and social inequality and exclusion to understand actual country realities. Part I provides the conceptual framework and a regional perspective of the book. Part II contains five political economy country studies Bolivia, Colombia, Ecuador, Peru and Venezuela written by leading scholars in the field and former senior policymakers, including a former President. Together, the chapters highlight the detrimental effects of political instability and social conflict on economic growth and stability, as well as the feedback effects from poor economic performance on political instability and institutional fragility. The country studies warn that narrow economic reforms that do not pay adequate attention to politics, institutions and social structures are bound to fail in bringing lasting prosperity and stability to complex societies. Examining new and rich information on episodes of political turmoil, military interventions, forced presidential resignations, constitutional reforms and social uprisings, this book will be required reading for all those interested in the interface of politics and economic development. A Clinician's Guide to Progressive Supranuclear Palsy *Rutgers University Press* This brief, clinically-focused volume is informed by Lawrence I. Golbe's three decades of research and tertiary clinical care in progressive supranuclear palsy, a complex disorder with rapidly changing diagnostic and therapeutic approaches. It is an ideal source for the general neurologist seeking a refresher and the primary care provider, neurological nurse, or physical, occupational or speech therapist who must address their patients' specialized needs. A Clinician's Guide to Progressive Supranuclear Palsy emphasizes early diagnostic signs, medication options, non-pharmacologic management and palliative care. It offers a quick overview of the complications of PSP most likely to prompt an ER visit; a widening spectrum of PSP variants; and ample description of the genetics, epidemiology, natural history, pathology, molecular biology and neurochemistry of PSP. The PSP Rating Scale used in the book is a convenient tool for clinicians in routine practice and the leading PSP clinical measure world-wide. Golbe provides a practical and useful guidebook to help all clinicians learn and battle this complex disorder. The

Golden Age of Video Games The Birth of a Multibillion Dollar Industry *CRC Press* **This book focuses on the history of video games, consoles, and home computers from the very beginning until the mid-nineties, which started a new era in digital entertainment. The text features the most innovative games and introduces the pioneers who developed them. It offers brief analyses of the most relevant games from each time period. An epilogue covers the events and systems that followed this golden age while the appendices include a history of handheld games and an overview of the retro-gaming scene. A Manual of Babylonian Jewish Aramaic** *University Press of Amer* **An introduction to the grammar of the principal language of the Babylonian Talmud. Utilizes the inductive method, whereby grammar is learned directly as it is encountered in the text. The texts on which the manual is based are mainly non-legal, although legal texts are included in the later chapters of the book. Geared primarily for beginners in Talmud and Jewish studies, some knowledge of Hebrew is expected by the author. Wireless World and Radio Review A Dictionary of Neurological Signs** *Springer Science & Business Media* **"Although it has been mooted whether the dramatic technological advances in neurological practice, (i.e., neuroimaging) might render the physical exam redundant, others maintain the central importance of neurological examination in patient management. A Dictionary of Neurological Signs seeks to elucidate the interpretation of neurological signs ("neurosemiology"): their anatomical, physiological, and pathological significance." (from the Preface) The structured entries in this practical, clinical resource provide a snapshot of a wide range of neurological signs. Each entry includes: definition of the sign; brief account of the clinical technique required to elicit the sign; description of the other signs which may accompany the index sign. Where known, the entries also include neuroanatomical basis of the sign; explanation of pathyophysiological and/or pharmacological background; neuropathological basis; differential diagnosis; and brief treatment details. The Dictionary provides practical, concise answers to complex clinical questions. Wallaby Airlines Twelve Months Caribou Flying in Vietnam Astra Automatic Pistols High Score! The Illustrated History of Electronic Games** *McGraw-Hill Osborne Media* **Explores the history of video and computer games and discusses the changes they have made in both the business world and popular culture. The Ordnance Department Planning Munitions for War** *CreateSpace* **The U.S. Army fought World War II with materiel much of which was developed in the decade prior to our entry, particularly in the period following the German blitz in Poland. Our efforts to develop munitions to the point where our armies could cope on equal terms with those of potential enemies are covered here in this, the first of three projected volumes on the history of the Ordnance Department in World War II. How well the Ordnance Department succeeded in matching the Germans in quality continues to be a matter of debate both within the Ordnance Department itself, and between the using arms and the Department. That the battle of quantity was won-with the help of a superb industrial machine-can hardly be denied. This volume, the result of diligent research by Dr. Constance McL. Green and her associates, should interest not only military men but also scientists, industrialists, and laymen in general. Among other things, it shows the urgent necessity of a directed, continuous, and intensive research program and the danger in failing to recognize and profit by developments abroad. Also shown is the inherent time interval between the drawing board and the production of the end item in quantity." Debugging Game History A Critical Lexicon** *MIT Press* **Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf Rethinking Productivity in Software Engineering** *Apress* **Get the most out of this foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, Rethinking Productivity in Software Engineering, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues**

that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of literature in the book to effectively pursue new research directions. What You'll LearnReview the definitions and dimensions of software productivity See how time management is having the opposite of the intended effect Develop valuable dashboards Understand the impact of sensors on productivity Avoid software development waste Work with human-centered methods to measure productivity Look at the intersection of neuroscience and productivity Manage interruptions and context-switching Who Book Is For Industry developers and those responsible for seminar-style courses that include a segment on software developer productivity. Chapters are written for a generalist audience, without excessive use of technical terminology. Airlift Doctrine *CreateSpace* n this extremely comprehensive overview of airlift and air mobility, Colonel Miller shows how the worldwide orientation of American foreign policy, the numerous threats to free-world interests, and the speed and complexity of modern warfare have combined with political and resource constraints to produce today's airlift doctrine and force structure. Airlift is the movement of goods and people to where they are needed, when they are needed there. Since the 1920s there has been an evolving awareness and articulation of how to best organize, train, and equip airlift forces for that mission. The worldwide orientation of American foreign policy, the numerous threats to free world interests, and the speed and complexity of modern warfare have combined with political and resource constraints to produce today's airlift doctrine and force structure. Colonel Miller's study traces these many interrelationships to discover what critical airlift decisions were made, why they were made, and what they may mean in the future. Airlift is the backbone of deterrence. A properly structured and equipped airlift force is critical to the successful execution of the national military strategy. How we think about airlift and how we translate those thoughts into a meaningful expression of how to develop, deploy, and employ airlift forces is vital to the national defense. Colonel Miller's study is a definitive step in that important process. In Search of Stupidity Over 20 Years of High-Tech Marketing Disasters Describes influential business philosophies and marketing ideas from the past twenty years and examines why they did not work. The Rise and Fall of Communism *Random House* Winner of the 2010 W.J.M. Mackenzie Prize for Best Political Science Book of the Year 2010 The relentless rise of Communism was the most momentous political development of the first half of the twentieth century. No political change has been more fundamental than its demise in Europe and its decline elsewhere. In this hugely acclaimed book Archie Brown provides an indispensable history that examines the origins of the ideology, its development in different countries, its collapse in many states following the Soviet perestroika, and its current incarnations around the globe. The Rise and Fall of Communism explains how and why Communists came to power; how they were able, in a variety of countries on different continents to hold on to power for so long; and what brought about the downfall of so many Communist systems. A groundbreaking work from an internationally renowned specialist, this is the definitive study of the most remarkable political and human story of our times. Smith's General Urology *McGraw Hill Professional* This indispensable and concise guide covers both the basic science and clinical knowledge needed to diagnose and treat urologic diseases. Thoroughly revised and updated, the text focuses on the anatomy and embryology of the genitourinary system, physical and diagnostic examination, and specific disorders of the genitourinary system, including bacterial infections, STDs, neoplasms of the prostate gland, kidney disease, and renal failure. Features over 400 illustrations including CT scans, radionuclide imaging scans, and x-rays, and more.