

POKERSIZING

ZACHARY ELWOOD

📖 **SAFe 4.0 DISTILLED** RICHARD KNASTER, DEAN LEFFINGWELL, 2017-04-04 SAFe®: THE WORLD'S LEADING FRAMEWORK FOR ENTERPRISE AGILITY "SAFe® 4.0 DISTILLED IS THE BOOK WE'VE ALL BEEN WAITING FOR. IT BREAKS DOWN THE COMPLEXITY OF THE FRAMEWORK INTO EASILY DIGESTIBLE EXPLANATIONS AND ACTIONABLE GUIDANCE. A MUST-HAVE RESOURCE FOR BEGINNERS AS WELL AS SEASONED PRACTITIONERS." —LEE CUNNINGHAM, SR. DIRECTOR, ENTERPRISE AGILE STRATEGY AT VERSIONONE, INC. TO SUCCEED IN TODAY'S ADAPT-OR-DIE MARKETPLACE, BUSINESSES MUST BE ABLE TO RAPIDLY CHANGE THE WAY THEY CREATE AND DELIVER VALUE TO THEIR CUSTOMERS. HUNDREDS OF THE WORLD'S MOST SUCCESSFUL COMPANIES—including HEWLETT PACKARD ENTERPRISE, ASTRAZENECA, CISCO, AND PHILIPS—HAVE TURNED TO THE SCALED AGILE FRAMEWORK® (SAFe®) TO ACHIEVE AGILITY AT SCALE AND MAINTAIN A COMPETITIVE EDGE. SAFe® 4.0 DISTILLED: APPLYING THE SCALED AGILE FRAMEWORK® FOR LEAN SOFTWARE AND SYSTEMS ENGINEERING EXPLAINS HOW ADOPTING SAFe CAN QUICKLY IMPROVE TIME TO MARKET AND INCREASE PRODUCTIVITY, QUALITY, AND EMPLOYEE ENGAGEMENT. IN THIS BOOK, YOU WILL UNDERSTAND THE BUSINESS CASE FOR SAFe: ITS BENEFITS, THE PROBLEMS IT SOLVES, AND HOW TO APPLY IT GET AN OVERVIEW OF SAFe ACROSS ALL PARTS OF THE BUSINESS: TEAM, PROGRAM, VALUE STREAM, AND PORTFOLIO LEARN WHY SAFe WORKS: THE POWER OF SAFe'S LEAN-AGILE MINDSET, VALUES, AND PRINCIPLES DISCOVER HOW SYSTEMS THINKING, AGILE DEVELOPMENT, AND LEAN PRODUCT DEVELOPMENT FORM THE UNDERLYING BASIS FOR SAFe LEARN HOW TO BECOME A LEAN-AGILE LEADER AND EFFECTIVELY DRIVE AN ENTERPRISE-WIDE TRANSFORMATION

📖 **ALL TOGETHER NOW** STUART LEE, 2012-05-22 A PRACTICAL HANDBOOK OF CARD MAGIC THAT BRINGS TOGETHER MATERIAL FROM THE SAME AUTHORS PREVIOUS BOOKS ON THE SUBJECT AUGMENTED WITH ADDITIONAL INFORMATION. IT INCLUDES NOT ONLY DETAILED DESCRIPTIONS OF THE TRICKS OF THREE COMPLETE ROUTINES BUT ALSO CLEAR INSTRUCTIONS ON THEIR PERFORMANCE. THE EFFECTS CAN BE PRODUCED WITHOUT ANY SLEIGHTS-OF-HAND AND WITH A MINIMUM OF MANIPULATION OF THE CARDS AND ALL THE HANDLING REQUIRED IS FULLY EXPLAINED.

📖 **DEALER-HANDBUCH POKER** MANUELA LANG, 2010

📖 **AGILE ESTIMATING AND PLANNING** MIKE COHN, 2005-11-01 AGILE ESTIMATING AND PLANNING IS THE DEFINITIVE, PRACTICAL GUIDE TO ESTIMATING AND PLANNING AGILE PROJECTS. IN THIS BOOK, AGILE ALLIANCE COFOUNDER MIKE COHN DISCUSSES THE PHILOSOPHY OF AGILE ESTIMATING AND PLANNING AND SHOWS YOU EXACTLY HOW TO GET THE JOB DONE, WITH REAL-WORLD EXAMPLES AND CASE STUDIES. CONCEPTS ARE CLEARLY ILLUSTRATED AND READERS ARE GUIDED, STEP BY STEP, TOWARD HOW TO ANSWER THE FOLLOWING QUESTIONS: WHAT WILL WE BUILD? HOW BIG WILL IT BE? WHEN MUST IT BE DONE? HOW MUCH CAN I REALLY COMPLETE BY THEN? YOU WILL FIRST LEARN WHAT MAKES A GOOD PLAN—AND THEN WHAT MAKES IT AGILE. USING THE TECHNIQUES IN AGILE ESTIMATING AND PLANNING, YOU CAN STAY AGILE FROM START TO FINISH, SAVING TIME, CONSERVING RESOURCES, AND ACCOMPLISHING MORE. HIGHLIGHTS INCLUDE: WHY CONVENTIONAL PRESCRIPTIVE PLANNING FAILS AND WHY AGILE PLANNING WORKS HOW TO ESTIMATE FEATURE SIZE USING STORY POINTS AND IDEAL DAYS—AND WHEN TO USE EACH HOW AND WHEN TO RE-ESTIMATE HOW TO PRIORITIZE FEATURES USING BOTH FINANCIAL AND NONFINANCIAL APPROACHES HOW TO SPLIT LARGE FEATURES INTO SMALLER, MORE MANAGEABLE ONES HOW TO PLAN ITERATIONS AND PREDICT YOUR TEAM'S INITIAL RATE OF PROGRESS HOW TO SCHEDULE PROJECTS THAT HAVE UNUSUALLY HIGH UNCERTAINTY OR SCHEDULE-RELATED RISK HOW TO ESTIMATE PROJECTS THAT WILL BE WORKED ON BY MULTIPLE TEAMS AGILE ESTIMATING AND PLANNING SUPPORTS ANY AGILE, SEMIAGILE, OR ITERATIVE PROCESS, INCLUDING SCRUM, XP, FEATURE-DRIVEN DEVELOPMENT, CRYSTAL, ADAPTIVE SOFTWARE DEVELOPMENT, DSDM, UNIFIED PROCESS, AND MANY MORE. IT WILL BE AN INDISPENSABLE RESOURCE FOR EVERY DEVELOPMENT MANAGER, TEAM LEADER, AND TEAM MEMBER.

📖 **WRITING WITH A PURPOSE** JAMES McNAB McCrimmon, SUSAN MILLER, WEBB SALMON, 1980

📖 **POKER** DAVID A. DANIEL, 1997

📖 **THE FORBIDDEN CITY** WEN-CHIEN CHENG, 2014

📖 **HOWIE TSUI** HOWIE TSUI, ALICE MING WAI JIM, DIANA FREUNDL, 2017-03 RETAINERS OF ANARCHY' IS A SOLO EXHIBITION FEATURING NEW WORK FROM HOWIE TSUI THAT CONSIDERS WUXIA AS A NARRATIVE TOOL FOR DISSIDENCE AND RESISTANCE. WUXIA, A TRADITIONAL FORM OF MARTIAL ARTS LITERATURE THAT EXPANDED INTO 20TH CENTURY POPULAR FILM AND TELEVISION, WAS CREATED OUT OF NARRATIVES AND CHARACTERS OFTEN FROM LOWER SOCIAL CLASSES THAT UPHOLD CHIVALRIC IDEALS AGAINST OPPRESSIVE FORCES DURING UNSTABLE TIMES. THE PEOPLE'S REPUBLIC OF CHINA PLACED WUXIA UNDER HEAVY CENSORSHIP FOR FEAR OF AROUSING ANTI-GOVERNMENT SENTIMENT. HOWEVER PRACTITIONERS ADVANCED THE FORM IN HONG KONG MAKING IT ONE OF THE MOST POPULAR GENRES OF CHINESE FICTION. THE TITLE WORK, RETAINERS OF ANARCHY, IS A 25-METRE SCROLL-LIKE VIDEO INSTALLATION THAT REFERENCES LIFE DURING THE SONG DYNASTY (960-1279 CE), BUT UNDERMINES ITS IDEALIZED PORTRAITURE OF SOCIAL COHESION BY SETTING THE NARRATIVE IN KOWLOON'S NOTORIOUS WALLED CITY? AN UNGOVERNED TENEMENT OF DISENFRANCHISED REFUGEES IN HONG KONG WHICH WAS DEMOLISHED IN 1994.00 EXHIBITION: VANCOUVER ART GALLERY, CANADA (04.03.-28.05.2017).

📖 **BIRDS OF THE NORTHEAST** STAN TEKIELA, 2015-01-28 FOCUSING ON BIRDS OF THE NORTHEAST, THIS TABBED BOOKLET FEATURES DETAILED PHOTOGRAPHS, ORGANIZED BY COLOR, TO HELP READERS QUICKLY AND EASILY IDENTIFY THE BIRDS THEY SEE.

📖 **RIGHTING SOFTWARE** JUVAL LEVY, 2019-11-27 RIGHT YOUR SOFTWARE AND TRANSFORM YOUR CAREER RIGHTING SOFTWARE PRESENTS THE PROVEN, STRUCTURED, AND HIGHLY ENGINEERED APPROACH TO SOFTWARE DESIGN THAT RENOWNED ARCHITECT JUVAL LEVY HAS PRACTICED AND TAUGHT AROUND THE WORLD. ALTHOUGH COMPANIES OF EVERY KIND HAVE SUCCESSFULLY IMPLEMENTED HIS ORIGINAL DESIGN IDEAS ACROSS HUNDREDS OF SYSTEMS, THESE INSIGHTS HAVE NEVER BEFORE

APPEARED IN PRINT. BASED ON FIRST PRINCIPLES IN SOFTWARE ENGINEERING AND A COMPREHENSIVE SET OF MATCHING TOOLS AND TECHNIQUES, LEWIS'S METHODOLOGY INTEGRATES SYSTEM DESIGN AND PROJECT DESIGN. FIRST, HE DESCRIBES THE PRIMARY AREA WHERE MANY SOFTWARE ARCHITECTS FAIL AND SHOWS HOW TO DECOMPOSE A SYSTEM INTO SMALLER BUILDING BLOCKS OR SERVICES, BASED ON VOLATILITY. NEXT, HE SHOWS HOW TO FLOW AN EFFECTIVE PROJECT DESIGN FROM THE SYSTEM DESIGN; HOW TO ACCURATELY CALCULATE THE PROJECT DURATION, COST, AND RISK; AND HOW TO DEVISE MULTIPLE EXECUTION OPTIONS. THE METHOD AND PRINCIPLES IN RIGHTING SOFTWARE APPLY REGARDLESS OF YOUR PROJECT AND COMPANY SIZE, TECHNOLOGY, PLATFORM, OR INDUSTRY. LEWIS STARTS THE READER ON A JOURNEY THAT ADDRESSES THE CRITICAL CHALLENGES OF SOFTWARE DEVELOPMENT TODAY BY RIGHTING SOFTWARE SYSTEMS AND PROJECTS AS WELL AS CAREERS—AND POSSIBLY THE SOFTWARE INDUSTRY AS A WHOLE. SOFTWARE PROFESSIONALS, ARCHITECTS, PROJECT LEADS, OR MANAGERS AT ANY STAGE OF THEIR CAREER WILL BENEFIT GREATLY FROM THIS BOOK, WHICH PROVIDES GUIDANCE AND KNOWLEDGE THAT WOULD OTHERWISE TAKE DECADES AND MANY PROJECTS TO ACQUIRE. REGISTER YOUR BOOK FOR CONVENIENT ACCESS TO DOWNLOADS, UPDATES, AND/OR CORRECTIONS AS THEY BECOME AVAILABLE. SEE INSIDE BOOK FOR DETAILS.

DOYLE BRUNSON'S SUPER SYSTEM DOYLE BRUNSON, 2018-05-09 THIS CLASSIC BOOK IS CONSIDERED BY THE PROS TO BE THE BEST BOOK EVER WRITTEN ON POKER! JAM-PACKED WITH ADVANCED STRATEGIES, THEORIES, TACTICS AND MONEY-MAKING TECHNIQUES NO SERIOUS POKER PLAYER CAN AFFORD TO BE WITHOUT THIS HARD-HITTING INFORMATION. INCLUDES FIFTY PAGES OF THE MOST PRECISE POKER STATISTICS EVER PUBLISHED. FEATURES CHAPTERS WRITTEN BY POKER'S BIGGEST SUPERSTARS, SUCH AS DAVE SKLANSKY, MIKE CARO, CHIP REESE, BOBBY BALDWIN, AND DOYLE TWO WORLD CHAMPIONS AND THREE MASTER THEORISTS. ESSENTIAL STRATEGIES, ADVANCED PLAY, AND NO-NONSENSE WINNING ADVICE ON MAKING MONEY AT 7-CARD STUD (RAZZ, HIGH-LOW SPLIT, CARDS SPEAK, AND DECLARE), DRAW POKER, LOWBALL, AND HOLD'EM (LIMIT AND NO-LIMIT). THIS IS A MUST-READ. 605 PAGES

AGILE RETROSPECTIVES ESTHER DERBY, DIANA LARSEN, KEN SCHWABER, 2006-07-26 PROJECT RETROSPECTIVES HELP TEAMS EXAMINE WHAT WENT RIGHT AND WHAT WENT WRONG ON A PROJECT. BUT TRADITIONALLY, RETROSPECTIVES (ALSO KNOWN AS "POST-MORTEM") ARE ONLY HELD AT THE END OF THE PROJECT—TOO LATE TO HELP. YOU NEED AGILE RETROSPECTIVES THAT ARE ITERATIVE AND INCREMENTAL. YOU NEED TO ACCURATELY FIND AND FIX PROBLEMS TO HELP THE TEAM TODAY. NOW ESTHER AND DIANA SHOW YOU THE TOOLS, TRICKS AND TIPS YOU NEED TO FIX THE PROBLEMS YOU FACE ON A SOFTWARE DEVELOPMENT PROJECT ON AN ON-GOING BASIS. YOU'LL SEE HOW TO ARCHITECT RETROSPECTIVES IN GENERAL, HOW TO DESIGN THEM SPECIFICALLY FOR YOUR TEAM AND ORGANIZATION, HOW TO RUN THEM EFFECTIVELY, HOW TO MAKE THE NEEDED CHANGES AND HOW TO SCALE THESE TECHNIQUES UP. YOU'LL LEARN HOW TO DEAL WITH PROBLEMS, AND IMPLEMENT SOLUTIONS EFFECTIVELY THROUGHOUT THE PROJECT—NOT JUST AT THE END. THIS BOOK WILL HELP YOU: DESIGN AND RUN EFFECTIVE RETROSPECTIVES LEARN HOW TO FIND AND FIX PROBLEMS FIND AND REINFORCE TEAM STRENGTHS ADDRESS PEOPLE ISSUES AS WELL AS TECHNOLOGICAL USE TOOLS AND RECIPES PROVEN IN THE REAL WORLD WITH REGULAR TUNE-UPS, YOUR TEAM WILL HUM LIKE A PRECISE, WORLD-CLASS ORCHESTRA.

READING POKER TELLS ZACHARY ELWOOD, 2012-04-01 PROVIDES INFORMATION ON COMMON POKER TELLS AND GIVES A MENTAL FRAMEWORK FOR ANALYZING AND REMEMBERING THAT BEHAVIOR.

SPELLBOOK CARDS: BARD DUNGEONS & DRAGONS, 2018-10-30 HURL SPELLS FASTER THAN EVER BEFORE WITH THIS INVALUABLE ACCESSORY FROM WIZARDS OF THE COAST AND GALEFORCE 9 THE SPELLBOOK CARDS ARE AN INVALUABLE RESOURCE FOR BOTH PLAYERS AND DUNGEON MASTERS. WITH THESE SPELL DETAILS AT THEIR FINGERTIPS, THEY CAN SAVE TIME, KEEP THE ACTION UP, AND AVOID STALLING THE GAME BY FLIPPING THROUGH BOOKS. EACH DECK CONTAINS LAMINATED CARDS THAT PLAYERS AND DUNGEON MASTERS CAN USE AS A QUICK REFERENCE RESOURCE DURING DUNGEON & DRAGONS TABLETOP PLAY. THERE ARE CURRENTLY EIGHT DECKS (EACH SOLD SEPARATELY): ARCANES SPELL DECK (FOR ANY CLASS THAT UTILIZES ARCANES CANTRIPS AND SPELLS LIKE WIZARDS AND SORCERERS), BARD SPELL DECK, CLERIC SPELL DECK, DRUID SPELL DECK, PALADIN SPELL DECK, MARTIAL POWERS & RACES DECK (INCLUDES SPELL-LIKE RACIAL ABILITIES, MONK AND BARBARIAN SPELL-LIKE ABILITIES, AND FIGHTER MANEUVERS), RANGER SPELL DECK, XANATHAR'S GUIDE TO EVERYTHING SPELL DECK (CONTAINS SPELLS FOUND IN THE D&D SUPPLEMENT, XANATHAR'S GUIDE TO EVERYTHING)

SUCCESSING WITH AGILE MIKE COHN, 2010 PROVEN, 100% PRACTICAL GUIDANCE FOR MAKING SCRUM AND AGILE WORK IN ANY ORGANIZATION THIS IS THE DEFINITIVE, REALISTIC, ACTIONABLE GUIDE TO STARTING FAST WITH SCRUM AND AGILE—AND THEN SUCCEEDING OVER THE LONG HAUL. LEADING AGILE CONSULTANT AND PRACTITIONER MIKE COHN PRESENTS DETAILED RECOMMENDATIONS, POWERFUL TIPS, AND REAL-WORLD CASE STUDIES DRAWN FROM HIS UNPARALLELED EXPERIENCE HELPING HUNDREDS OF SOFTWARE ORGANIZATIONS MAKE SCRUM AND AGILE WORK. SUCCEEDING WITH AGILE IS FOR PRAGMATIC SOFTWARE PROFESSIONALS WHO WANT REAL ANSWERS TO THE MOST DIFFICULT CHALLENGES THEY FACE IN IMPLEMENTING SCRUM. COHN COVERS EVERY FACET OF THE TRANSITION: GETTING STARTED, HELPING INDIVIDUALS TRANSITION TO NEW ROLES, STRUCTURING TEAMS, SCALING UP, WORKING WITH A DISTRIBUTED TEAM, AND FINALLY, IMPLEMENTING EFFECTIVE METRICS AND CONTINUOUS IMPROVEMENT. THROUGHOUT, COHN PRESENTS THINGS TO TRY NOW SECTIONS BASED ON HIS MOST SUCCESSFUL ADVICE. COMPLEMENTARY OBJECTION SECTIONS REPRODUCE TYPICAL CONVERSATIONS WITH THOSE RESISTING CHANGE AND OFFER PRACTICAL GUIDANCE FOR ADDRESSING THEIR CONCERNS. COVERAGE INCLUDES PRACTICAL WAYS TO GET STARTED IMMEDIATELY—AND GET GOOD FAST OVERCOMING INDIVIDUAL RESISTANCE TO THE CHANGES SCRUM REQUIRES STAFFING SCRUM PROJECTS AND BUILDING EFFECTIVE TEAMS ESTABLISHING IMPROVEMENT COMMUNITIES OF PEOPLE WHO ARE PASSIONATE ABOUT DRIVING CHANGE CHOOSING WHICH AGILE TECHNICAL PRACTICES TO USE OR EXPERIMENT WITH LEADING SELF-ORGANIZING TEAMS MAKING THE MOST OF SCRUM SPRINTS, PLANNING, AND QUALITY TECHNIQUES SCALING SCRUM TO DISTRIBUTED, MULTITEAM

PROJECTS USING SCRUM ON PROJECTS WITH COMPLEX SEQUENTIAL PROCESSES OR CHALLENGING COMPLIANCE AND GOVERNANCE REQUIREMENTS UNDERSTANDING SCRUM'S IMPACT ON HR, FACILITIES, AND PROJECT MANAGEMENT WHETHER YOU'VE COMPLETED A FEW SPRINTS OR MULTIPLE AGILE PROJECTS AND WHATEVER YOUR ROLE-MANAGER, DEVELOPER, COACH, SCRUMMASTER, PRODUCT OWNER, ANALYST, TEAM LEAD, OR PROJECT LEAD-THIS BOOK WILL HELP YOU SUCCEED WITH YOUR VERY NEXT PROJECT. THEN, IT WILL HELP YOU GO MUCH FURTHER: IT WILL HELP YOU TRANSFORM YOUR ENTIRE DEVELOPMENT ORGANIZATION.

📖 **DOG BINGO**, 2015-07-07 THIS BEAUTIFULLY ILLUSTRATED BINGO GAME FEATURES 64 BREEDS OF DOG FROM AROUND THE WORLD. SPOT ALL KINDS OF DOGS – FROM THE TINY CHIHUAHUA TO THE NOBLE GREAT DANE, FROM THE SLEEK SALUKI TO THE DREADLOCKED HUNGARIAN PULI, MARK THEM OFF ON YOUR CARD AND BINGO! DOG BINGO BRINGS A FUN AND EDUCATIONAL TWIST TO THE TRADITIONAL GAME AS PLAYERS LEARN THE NAMES AND COLORINGS OF BOTH THEIR FAVOURITE BREEDS AND WEIRD AND WONDERFUL EXOTIC DOGS. CONTAINS 64 SUPERBLY ILLUSTRATED DOG TOKENS, ONE BOARD, 12 BINGO CARDS, AND BRIGHTLY COLOURED COUNTERS FOR YOU TO MARK UP YOUR CARD, AS WELL AS A LEAFLET CONTAINING BASIC INFORMATION AND A FEW QUIRKY TRAITS FOR ALL OF THE DOGS FEATURED.

📖 **PRODUCT ROADMAPS RELAUNCHED** C. TODD LOMBARDO, BRUCE MCCARTHY, EVAN RYAN, MICHAEL CONNORS, 2017-10-25 A GOOD PRODUCT ROADMAP IS ONE OF THE MOST IMPORTANT AND INFLUENTIAL DOCUMENTS AN ORGANIZATION CAN DEVELOP, PUBLISH, AND CONTINUOUSLY UPDATE. IN FACT, THIS ONE DOCUMENT CAN STEER AN ENTIRE ORGANIZATION WHEN IT COMES TO DELIVERING ON COMPANY STRATEGY. THIS PRACTICAL GUIDE TEACHES YOU HOW TO CREATE AN EFFECTIVE PRODUCT ROADMAP, AND DEMONSTRATES HOW TO USE THE ROADMAP TO ALIGN STAKEHOLDERS AND PRIORITIZE IDEAS AND REQUESTS. WITH IT, YOU'LL LEARN TO COMMUNICATE HOW YOUR PRODUCTS WILL MAKE YOUR CUSTOMERS AND ORGANIZATION SUCCESSFUL. WHETHER YOU'RE A PRODUCT MANAGER, PRODUCT OWNER, BUSINESS ANALYST, PROGRAM MANAGER, PROJECT MANAGER, SCRUM MASTER, LEAD DEVELOPER, DESIGNER, DEVELOPMENT MANAGER, ENTREPRENEUR, OR BUSINESS OWNER, THIS BOOK WILL SHOW YOU HOW TO: ARTICULATE AN INSPIRING VISION AND GOALS FOR YOUR PRODUCT PRIORITIZE RUTHLESSLY AND SCIENTIFICALLY PROTECT AGAINST PURSUING SEEMINGLY GOOD IDEAS WITHOUT EVALUATION AND PRIORITIZATION ENSURE ALIGNMENT WITH STAKEHOLDERS INSPIRE LOYALTY AND OVER-DELIVERY FROM YOUR TEAM GET YOUR SALES TEAM WORKING WITH YOU INSTEAD OF AGAINST YOU BRING A USER AND BUYER-CENTRIC APPROACH TO PLANNING AND DECISION-MAKING ANTICIPATE OPPORTUNITIES AND STAY AHEAD OF THE GAME PUBLISH A COMPREHENSIVE ROADMAP WITHOUT OVERCOMMITTING

📖 **APPLICATIONS OF NO-LIMIT HOLD'EM** MATTHEW JANDA, 2013 [THIS BOOK] ..TEACHES THEORETICAL SOUND POKER, AND THUS THE ABILITY TO CREATE THE BEST-SIZINGS AND RANGES THAT WILL BEAT THE BETTER PLAYERS ... MANY CONFUSING CONCEPTS SUCH AS OVERBETTING, BALANCING MULTIPLE BET-SIZING RANGES, DONK BETTING, AND CHECK-RAISING AS THE PREFLOP RAISER ARE CRUCIAL TO A PLAYER'S STRATEGY, DESPITE FEW PLAYERS IMPLEMENTING THEM OR TALKING ABOUT THEM. ..READING THIS BOOK, YOU SHOULD BE ABLE TO NOT ONLY CONCEPTUALLY UNDERSTAND THESE IDEAS, BUT ALSO KNOW HOW TO BEGIN TO INCORPORATE THEM INTO YOUR GAME AND THEREBY SUCCESSFULLY COMPLETE AGAINST TOUGH OPPONENTS--BACK COVER.

📖 **EXPERT HEADS UP NO LIMIT HOLD'EM** WILL TIPTON, 2012 DEMONSTRATES HOW DECISION TREES CAN BE USED TO MODEL COMPLEX POKER DECISIONS.

📖 **USER STORIES APPLIED** MIKE COHN, 2004-03-01 THOROUGHLY REVIEWED AND EAGERLY ANTICIPATED BY THE AGILE COMMUNITY, USER STORIES APPLIED OFFERS A REQUIREMENTS PROCESS THAT SAVES TIME, ELIMINATES REWORK, AND LEADS DIRECTLY TO BETTER SOFTWARE. THE BEST WAY TO BUILD SOFTWARE THAT MEETS USERS' NEEDS IS TO BEGIN WITH USER STORIES: SIMPLE, CLEAR, BRIEF DESCRIPTIONS OF FUNCTIONALITY THAT WILL BE VALUABLE TO REAL USERS. IN USER STORIES APPLIED, MIKE COHN PROVIDES YOU WITH A FRONT-TO-BACK BLUEPRINT FOR WRITING THESE USER STORIES AND WEAVING THEM INTO YOUR DEVELOPMENT LIFECYCLE. YOU'LL LEARN WHAT MAKES A GREAT USER STORY, AND WHAT MAKES A BAD ONE. YOU'LL DISCOVER PRACTICAL WAYS TO GATHER USER STORIES, EVEN WHEN YOU CAN'T SPEAK WITH YOUR USERS. THEN, ONCE YOU'VE COMPILED YOUR USER STORIES, COHN SHOWS HOW TO ORGANIZE THEM, PRIORITIZE THEM, AND USE THEM FOR PLANNING, MANAGEMENT, AND TESTING. USER ROLE MODELING: UNDERSTANDING WHAT USERS HAVE IN COMMON, AND WHERE THEY DIFFER GATHERING STORIES: USER INTERVIEWING, QUESTIONNAIRES, OBSERVATION, AND WORKSHOPS WORKING WITH MANAGERS, TRAINERS, SALESPeOPLE AND OTHER PROXIES WRITING USER STORIES FOR ACCEPTANCE TESTING USING STORIES TO PRIORITIZE, SET SCHEDULES, AND ESTIMATE RELEASE COSTS INCLUDES END-OF-CHAPTER PRACTICE QUESTIONS AND EXERCISES USER STORIES APPLIED WILL BE INVALUABLE TO EVERY SOFTWARE DEVELOPER, TESTER, ANALYST, AND MANAGER WORKING WITH ANY AGILE METHOD: XP, SCRUM... OR EVEN YOUR OWN HOME-GROWN APPROACH.

IMMERSE YOURSELF IN HEARTWARMING TALES OF LOVE AND EMOTION WITH IS TOUCHING CREATION, EXPERIENCE LOVE'S JOURNEY IN **POKERSIZING** . THIS EMOTIONALLY CHARGED EBOOK, AVAILABLE FOR DOWNLOAD IN A PDF FORMAT (PDF SIZE: *), IS A CELEBRATION OF LOVE IN ALL ITS FORMS. DOWNLOAD NOW AND LET THE WARMTH OF THESE STORIES ENVELOP YOUR HEART.

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POKERSIZING INTRODUCTION

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