

Listary Share Sync Lists

Gayle C Avery,Andrew Bell,Martin Hilb,Anne E. Witte

Modern Perl Chromatic, 2015-10-29 A Perl expert can solve a problem in a few lines of well-tested code. Now you can unlock these powers for yourself. Modern Perl teaches you how Perl really works. It's the only book that explains Perl thoroughly, from its philosophical roots to the pragmatic decisions that help you solve real problems--and keep them solved. You'll understand how the language fits together and discover the secrets used by the global Perl community. This beloved guide is now completely updated for Perl 5.22. When you have to solve a problem now, reach for Perl. When you have to solve a problem right, reach for Modern Perl. Discover how to scale your skills from one-liners to asynchronous Unicode-aware web services and everything in between. Modern Perl will take you from novice to proficient Perl hacker. You'll see which features of modern Perl will make you more productive, and which features of this well-loved language are best left in the past. Along the way, you'll take advantage of Perl to write well-tested, clear, maintainable code that evolves with you. Learn how the language works, how to take advantage of the CPAN's immense trove of time-tested solutions, and how to write clear, concise, powerful code that runs everywhere. Specific coverage explains how to use Moose, how to write testable code, and how to deploy and maintain real-world Perl applications. This new edition covers the new features of Perl 5.20 and Perl 5.22, including all the new operators, standard library changes, bug and security fixes, and productivity enhancements. It gives you what you need to use the most up-to-date Perl most effectively, all day, every day. What You Need: Perl 5.16 or newer (Perl 5.20 or 5.22 preferred). Installation/upgrade instructions included.

The Name of the Wind Patrick Rothfuss, 2009-04-07 In these pages you will come to know Kvothe the notorious magician, the accomplished thief, the masterful musician, the dragon-slayer, the legend-hunter, the lover, the thief and the infamous assassin.

The Journal of Best Practices David Finch, 2012-01-03 *A New York Times Bestseller* A warm and hilarious memoir by a man diagnosed with Asperger syndrome who sets out to save his relationship. Five years after David Finch married Kristen, the love of his life, they learned that he has Asperger syndrome. The diagnosis explained David's ever-growing list of quirks and compulsions, but it didn't make him any easier to live with. Determined to change, David set out to understand Asperger syndrome and learn to be a better husband with an endearing zeal. His methods for improving his marriage involve excessive note-taking, performance reviews, and most of all, the Journal of Best Practices: a collection of hundreds of maxims and hard-won epiphanies, including "Don't change the radio station when she's singing along" and "Apologies do not count when you shout them." David transforms himself from the world's most trying husband to the husband who tries the hardest. He becomes the husband he'd always meant to be. Filled with humor and wisdom, The Journal of Best Practices is a candid story of ruthless self-improvement, a unique window into living with an autism spectrum condition, and proof that a true heart is the key to happy marriage.

Programming Perl Larry Wall, Tom Christiansen, Jon Orwant, 2000-07-14 Perl is a powerful programming language that has grown in popularity since it first appeared in 1988. The first edition of this book, Programming Perl, hit the shelves in 1990, and was quickly adopted as the undisputed bible of the language. Since then, Perl has grown with the times, and so has this book. Programming Perl is not just a book about Perl. It is also a unique introduction to the language and its culture, as one might expect only from its authors. Larry Wall is the inventor of Perl, and provides a unique perspective on the evolution of Perl and its future direction. Tom Christiansen was one of the first champions of the language, and lives and breathes the complexities of Perl internals as few other mortals do. Jon Orwant is the editor of The Perl Journal, which has brought together the Perl community as a common forum for new developments in Perl. Any Perl book can show the syntax of Perl's functions, but only this one is a comprehensive guide to all the nooks and crannies of the language. Any Perl book can explain typeglobs, pseudohashes, and closures, but only this one shows how they really work. Any Perl book can say that my is faster than local, but only this one explains why. Any Perl book can have a title, but only this book is affectionately known by all Perl programmers as The Camel. This third edition of Programming Perl has been expanded to cover version 5.6 of this maturing language. New topics include threading, the compiler, Unicode, and other new features that have been added since the previous edition.

LINQ in Action Steve Eichert, James B. Wooley, Fabrice Marguerie, 2008-01-31 LINQ, Language INtegrated Query, is a new extension to the Visual Basic and C# programming languages designed to simplify data queries and database interaction. It addresses O/R mapping issues by making query operations like SQL statements part of the programming language. It also offers built-in support for querying in-memory collections like arrays or lists, XML, DataSets, and relational databases. LINQ in Action is a fast-paced, comprehensive tutorial for professional developers. This book explores what can be done with LINQ, shows how it works in an application, and addresses the emerging best practices. It presents the general purpose query facilities offered by LINQ in the upcoming C# 3.0 and VB.NET 9.0 languages. A running example introduces basic LINQ concepts. You'll then learn to query unstructured data using LINQ to XML and relational data with LINQ to SQL. Finally, you'll see how to extend LINQ for custom applications. LINQ in Action will guide you along as you explore this new world of lambda expressions, query operators, and expression trees. As well, you'll explore the new features of C# 3.0, VB.NET 9.0. The book is very practical, anchoring each new idea with running code. Whether you want to use LINQ to query objects, XML documents, or relational databases, you will find all the information you need to get started. But LINQ in Action does not stop at the basic code. This book also shows you how LINQ can be used for advanced processing of data, including coverage of LINQ's extensibility, which allows querying more data sources than those supported by default. All code samples are built on a concrete business case. The running example, LinqBooks, is a personal book cataloging system that shows you how to create LINQ applications with Visual Studio 2008. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

English Suffixes Ives Trevian, 2015 This book aims to provide a comprehensive and novel account of the stress-assignment properties, selection processes, productivity and combinatorial restrictions of native and non-native suffixes in Present-Day English. Null conversion, secondary-stress and the stress principles governing native and neoclassical compounds have also been dealt with.

Endurance Rick Broadbent, 2016-04-21 Shortlisted for the William Hill Sports Book of the Year A runner must run with dreams in his heart. Emil Zatopek. In the summer of 1952 Emil Zatopek became the king of the running world with an unprecedented distance treble at the Olympic Games in Helsinki. Together with his wife Dana, who won another gold medal in the javelin, they were the embodiment of sporting romance. Born on the same day, they were champions on the same day too. Yet in 1968 this affable but eccentric Czech solider was betrayed by his Communist paymasters and cast out into wilderness. Hidden from world view, monitored by the secret police and forced to live in a caravan in mining country, he became the invisible hero. 'Endurance' is the first biography to document the remarkable rise, fall and rehabilitation of a man voted the 'greatest runner of all time' by 'Runner's World' in 2013. It is also the story of a golden age of sport played out against a backdrop of Cold War politics and paranoia. From the London Olympics of 1948 to Czech concentration camps, this is an uplifting and harrowing story of survival. As Emil rises to global fame, his old coach is locked up and tortured by StB henchmen. Their diverging paths expose the fickleness of popularity and eventually cross again when Zatopek's world is torn asunder. All both men can do is endure. The running world of this era is brought to life by dramatic accounts of Zatopek's great triumphs, manifold records and a rich collection of characters vying to dethrone him. In Britain the sharp-tongued Gordon Pirie falls foul of the media as he becomes obsessed with Zatopek and adopts increasingly-masochistic methods; mild-mannered marathon champion Jim Peters begins a quest that would make "women weep and grown men lose their lunch". In France Alain Mimoun crawls from the bloody carnage of his war-time exploits to overcome racial snubs and become known as Zatopek's Shadow; and in the Soviet Union, the tragic figure of Vladimir Kuts is moulded into a brutal running machine at huge cost. Only Zatopek manages to bridge this East-West divide as a savage power struggle is fought in both the Olympic arena and in the corridors of power. Due to extensive access to those involved, including Dana herself, award-winning Times author Rick Broadbent has written a vivid history involving blood and guns and a love that sustained the cruellest twists of fate. From heady nights at White City to the brave resistance during the Prague Spring, this is a book that plants the son of a carpenter at the very centre of a revolution. Whether talking to his rivals on the track or Red Army troops as tanks roll into Prague, Zatopek's humanity shines through and carries all. With traces of 'Chariots of Fire' and Laura Hillenbrand's 'Unbroken', Endurance is both a wonderful love story and a landmark tale of hope and strength in the face of crushing opposition. It's at the borders of pain and suffering that the men are separated from the boys. Emil Zatopek

Microsoft Backoffice Resource Kit Microsoft Corporation Redmond, Wash,

Sprint (Republish) Jake Knapp, 2018-07-19 Anda mungkin beruntung memiliki pekerjaan atau proyek mendatang dengan visi yang cemerlang. Namun, upaya mewujudkan visi ini sering kali tak mudah. Setiap hari Anda gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehabian yang menyita waktu, dan proyek jangka panjang yang hanya berdasarkan asumsi. Sudah waktunya Anda mencoba Sprint, sebuah metode untuk memecahkan masalah dan menguji ide-ide baru, menyelesaikan lebih banyak hal dengan efisien. Buku ini ditulis Jake Knapp, mantan Design Partner Google Ventures, untuk menuntun Anda merasakan pengalaman menerapkan metode yang telah mendunia ini. Sprint mewujudkan pengeksekusian ide besar hanya dalam lima hari. Menuntun tim Anda dengan checklist lengkap, mulai dari Senin hingga Jumat. Menjawab segala pertanyaan penting yang sering kali hanya disimpan di benak mereka yang sedang menguji ide/konsep/produk. Sprint juga membantu Anda lebih menikmati setiap proses. Anda bisa mengamati dan bergabung dengan ratusan dari pelaku Sprint di seluruh dunia melalui tagar #sprintweek di Twitter. Sebuah proyek besar terjadi pada 2009. Seorang insinyur Gmail bernama Peter Balsiger mencetuskan ide mengenai surel yang bisa teratur secara otomatis. Saya sangat tertarik dengan idenya—yang disebut “Kotak Masuk Prioritas”—dan merekrut insinyur lain, Annie Chen, untuk bergabung bersama kami. Annie setuju, tetapi dia hanya punya waktu sebulan untuk mengerjakannya. Kalau kami tidak bisa membuktikan bahwa ide itu bisa diterapkan dalam jangka waktu tersebut, Annie akan beralih ke proyek lainnya. Saya yakin waktunya tidak akan cukup, tetapi Annie adalah insinyur yang luar biasa. Jadi, saya memutuskan untuk menjalaninya saja. Kami membagi waktu sebulan itu ke dalam empat bagian yang masing-masing lamanya seminggu. Setiap pekan, kami menggarap desain baru. Annie dan Peter membuat purwarupa, lalu pada akhir minggu, kami menguji desain ini bersama beberapa ratus orang lainnya. Pada akhir bulan, kami menemukan solusi yang bisa dipahami dan diinginkan orang-orang. Annie tetap menjadi pemimpin untuk tim Kotak Masuk Prioritas. Dan entah bagaimana caranya, kami berhasil menyelesaikan tugas desainnya dalam waktu yang lebih singkat dari biasanya. Beberapa bulan kemudian, saya mengunjungi Serge Lachapelle dan Mikael Drugge, dua orang karyawan Google di Stockholm. Kami bertiga ingin menguji ide perangkat lunak untuk konferensi video yang bisa dijalankan lewat peramban. Karena saya berada di kota tersebut hanya selama beberapa hari, kami bekerja secepat mungkin. Pada penghujung kunjungan saya, kami berhasil menyelesaikan purwarupanya. Kami mengirimkannya ke rekan kerja kami lewat surel dan mulai menggunakannya dalam rapat. Dalam beberapa bulan, seluruh perusahaan sudah bisa menggunakannya. (Selanjutnya, versi yang sudah dipoles dan disempurnakan dari aplikasi berbasis web tersebut dikenal sebagai Google Hangouts.) Dalam kedua kasus tersebut, saya menyadari bahwa saya bekerja jauh lebih efektif ketimbang rutinitas kerja harian saya atau ketika mengikuti lokakarya diskusi sumbang saran. Apa yang membedakannya? Saya menimbang kembali lokakarya tim yang saya gagas sebelumnya. Bagaimana kalau saya memasukkan elemen ajaib lainnya—fokus pada kerja individu, waktu untuk membuat purwarupa, dan tenggat yang tak bisa ditawar? Saya lalu menyebutkan, “sprint” desain. Saya membuat jadwal kasar untuk sprint pertama saya: satu hari untuk berbagi informasi dan mereka ide, diikuti dengan empat hari pembuatan purwarupa. Sekali lagi, tim Google menyambut baik eksperimen ini. Saya memimpin sprint untuk mendesain Chrome, Google Search, Gmail, dan proyek-proyek lainnya. Ini sangat menarik. Sprint ini berhasil. Ide-ide diuji, dibangun, diluncurkan, dan yang terbaik, kebanyakan dari ide-ide ini berhasil diterapkan dalam dunia nyata. Proses sprint menyebar di seisi Google dari satu tim ke tim lain, dari satu kantor ke kantor lain. Seorang desainer dari Google X tertarik dengan metode ini, jadi dia menjalankan sprint untuk sebuah tim di Google Ads. Anggota tim dalam sprint di Ads kemudian menyampaikannya kepada kolega mereka, dan begitu seterusnya. Dalam waktu singkat saya mendengar penerapan sprint dari orang-orang yang tidak saya kenal. Dalam perjalanannya, saya membuat beberapa kesalahan. Sprint pertama saya melibatkan empat puluh orang—jumlah yang sangat besar dan justru hampir menghambat sprint tersebut, bahkan sebelum dimulai. Saya menyesuaikan waktu yang diperlukan untuk mengembangkan ide dan pembuatan purwarupa. Saya jadi memahami mana yang terlalu cepat, terlalu lambat, hingga akhirnya menemukan yang waktu paling sesuai. Beberapa tahun kemudian, saya bertemu Bill Maris untuk membicarakan sprint. Bill adalah CEO Google Ventures, perusahaan modal ventura yang didirikan Google untuk berinvestasi pada startup-startup potensial. Dia adalah salah satu orang berpengaruh di Silicon Valley. Namun, Anda tidak akan menyangkanya dari pembawaannya yang santai. Pada sore itu, dia mengenakan pakaian khasnya, yaitu topi bisbol dan kaus dengan tulisan tentang Vermont. Bill tertarik untuk menjalankan sprint dengan startup dalam portofolio GV. Startup biasanya hanya memiliki satu kesempatan emas untuk mendesain sebuah produk yang sukses, sebelum akhirnya kehabisan dana. Sprint bisa membantu mencari tahu apakah startup-startup ini berada di jalur yang tepat sebelum akhirnya mereka bisa berkecimpung dalam tahapan yang lebih berisiko untuk membangun dan meluncurkan produk mereka. Dengan menjalankan sprint, mereka bisa mendapatkan sekaligus menghemat uang. Namun agar berhasil, saya harus menyesuaikan proses sprint ini. Saya sudah berpikir mengenai produktivitas individu dan tim selama beberapa tahun. Namun, saya hampir tidak tahu apa-apa mengenai startup dan kebutuhan bisnis mereka. Tetap saja, antusiasme Bill meyakinkan saya bahwa Google Ventures adalah tempat yang tepat untuk menerapkan sprint—sekaligus tempat yang tepat bagi saya. “Ini misi kita,” ujarnya, “untuk bisa menemukan entrepreneur terbaik di muka bumi dan membantu mereka membuat dunia ini menjadi tempat yang lebih baik.” Saya tentu tak bisa menolaknya. Di GV, saya bergabung dengan tiga rekan lain: Braden Kowitz, John Zeratsky, dan Michael Margolis. Bersama, kami mulai menjalankan sprint dengan startup-startup, bereksperimen dengan prosesnya, dan menguji hasilnya agar bisa menemukan cara untuk memperbaikinya. Ide-ide dalam buku ini lahir dari semua anggota tim kami. Braden Kowitz memasukkan desain berbasis cerita dalam proses sprint, sebuah pendekatan tak biasa yang berfokus pada pengalaman konsumen alih-alih komponen individu atau teknologi. John Zeratsky membantu kami memulai dari akhir sehingga tiap sprint bisa membantu menjawab berbagai pertanyaan bisnis paling penting. Braden dan John memiliki pengalaman dalam bisnis dan startup, hal yang tidak saya miliki, dan mereka menyesuaikan prosesnya untuk menciptakan fokus yang lebih baik dan keputusan yang lebih cerdas di tiap sprint. Michael Margolis mendorong kami untuk mengakhiri tiap sprint dengan pengujian di dunia nyata. Dia menjalankan riset konsumen, yang perencanaan dan pelaksanaannya bisa menghabiskan waktu berminggu-minggu, dan menemukan cara untuk mendapatkan hasil yang jelas hanya dalam sehari. Ini benar-benar sebuah keajaiban. Kami tidak perlu lagi menebak-nebak apakah solusi kami bagus atau tidak karena di akhir tiap sprint, kami mendapatkan jawabannya. Kemudian ada Daniel Burka, seorang entrepreneur yang mendirikan dua startup sebelum menjual salah satunya ke Google dan bergabung dengan GV. Saat kali pertama menjelaskan proses sprint kepadanya, dia skeptis. Baginya, sprint terdengar seperti serangkaian proses manajemen yang rumit. Namun, dia sepakat untuk mencoba salah satunya. “Dalam sprint pertama itu, kami memangkas prosesnya dan menciptakan sesuatu yang ambisius hanya dalam sepekan. Saya benar-benar jatuh hati.” Setelah kami berhasil meyakinkannya, pengalaman langsung Daniel sebagai seorang pendiri startup dan sikapnya yang tidak menoleransi omong kosong membantu kami menyempurnakan prosesnya. Sejak sprint pertama di GV pada 2012, kami telah beradaptasi dan bereksperimen. Mulanya kami mengira pembuatan purwarupa dan riset yang cepat hanya akan berhasil untuk produk berskala besar. Mampukah kami bergerak sama cepatnya jika konsumen kami adalah para ahli di berbagai bidang seperti kesehatan dan keuangan? Tanpa disangka, proses lima hari ini bisa bertahan. Proses ini sesuai untuk semua jenis konsumen, mulai dari investor sampai petani, dari onkolog sampai pemilik bisnis skala kecil. Juga bagi situs web, aplikasi iPhone, laporan medis, hingga perangkat keras berteknologi tinggi. Tidak hanya untuk mengembangkan produk, kami juga menggunakan sprint untuk menentukan prioritas, strategi pemasaran, bahkan menamai perusahaan. Proses ini berulang-ulang menyatukan tim dan menjadikan ide-ide menjadi nyata. Selama beberapa tahun belakangan, tim kami mendapatkan beragam kesempatan untuk bereksperimen dan memvalidasi ide kami mengenai proses kerja. Kami menjalankan lebih dari seratus sprint bersama dengan startup-startup dalam portofolio GV. Kami bekerja bersama, sekaligus belajar dari para entrepreneur brilian seperti Anne Wojcicki (pendiri 23andMe), Ev Williams (pendiri Twitter, Blogger, dan Medium), serta Chad Hurley dan Steve Chen (pendiri YouTube). Pada awalnya, saya hanya ingin membuat hari-hari kerja saya efisien dan berkualitas. Saya ingin berfokus pada apa yang benar-benar penting dan menjadikan waktu saya berharga—bagi saya, tim, dan konsumen kami. Kini, lebih dari satu dekade kemudian, proses sprint secara konsisten telah membantu saya meraih mimpi tersebut. Dan saya sangat senang berbagi mengenai hal tersebut dengan Anda dalam buku ini. Dengan keberuntungan, Anda bisa memilih pekerjaan Anda karena visi yang tajam. Anda ingin berbagi visi tersebut kepada dunia, baik yang berupa pesan, layanan, maupun pengalaman, dengan perangkat lunak maupun keras, atau bahkan—sebagaimana dicontohkan dalam buku ini—sebuah cerita atau ide. Namun, mewujudkan visi ini tak mudah. Gampang sekali terjebak dalam berbagai hal: surel yang seolah tiada habisnya, tenggat yang molor, rapat-rapat sehabian yang menyita waktu Anda, dan proyek jangka panjang yang hanya berdasarkan asumsi. Prosesnya tidak harus selalu seperti ini. Sprint menawarkan jalur untuk memecahkan masalah-masalah besar, menguji ide-ide baru, menyelesaikan lebih banyak hal, dan melakukan semuanya

dengan lebih cepat. Sprint juga membantu Anda lebih menikmati prosesnya. Dengan kata lain, Anda benar-benar harus mencobanya sendiri. Ayo kita mulai. —Jake Knapp San Francisco, Februari 2016 [Mizan, Bentang Pustaka, Manajemen, Ide, Kreatif, Inovasi, Motivasi, Dewasa, Indonesia] spesial seri bentang bisnis & startup

Electronics for Vinyl Douglas Self, 2017-08-15 Electronics for Vinyl is the most comprehensive book ever produced on the electronic circuitry needed to extract the best possible signal from grooves in vinyl. What is called the vinyl revival is in full swing, and a clear and comprehensive account of the electronics you need is very timely. Vinyl reproduction presents some unique technical challenges; the signal levels from moving-magnet cartridges are low, and those from moving-coil cartridges lower still, so a good deal of high-quality low-noise amplification is required. Some of the features of Electronics for Vinyl include: ● integrating phono amplifiers into a complete preamplifier; ● differing phono amplifier technologies; covering active, passive, and semi-passive RIAA equalisation and transconductance RIAA stages; ● the tricky business of getting really accurate RIAA equalisation without spending a fortune on expensive components, such as switched-gain MM/MC RIAA amplifiers that retain great accuracy at all gains, the effects of finite open-loop gain, cartridge-preamplifier interaction, and so on; ● noise and distortion in phono amplifiers, covering BJTs, FETs, and opamps as input devices, hybrid phono amplifiers, noise in balanced MM inputs, noise weighting, and cartridge load synthesis for ultimately low noise; ● archival and non-standard equalisation for 78s etc.; ● building phono amplifiers with discrete transistors; ● subsonic filtering, covering all-pole filters, elliptical filters, and suppression of subsonics by low-frequency crossfeed, including the unique Devynliser concept; ● ultrasonic and scratch filtering, including a variety of variable-slope scratch filters; ● line output technology, including zero-impedance outputs, on level indication for optimal setup, and on specialised power supplies; and ● description of six practical projects which range from the simple to the highly sophisticated, but all give exceptional performance. Electronics for Vinyl brings the welcome news that there is simply no need to spend huge sums of money to get performance that is within a hair's breadth of the best theoretically obtainable. But you do need some specialised knowledge, and here it is.

The Impact of Leadership Styles on Organizational Effectiveness Talha Iqbal, 2011-10 Master's Thesis from the year 2011 in the subject Business economics - Business Management, Corporate Governance, grade: A, course: Management Sciences, language: English, abstract: The purpose of the dissertation is to analyze the relationship between leadership styles and organizational effectiveness of IT firms in Karachi. After the survey sent in the IT firm in Karachi it has been come into notice that leadership style affects the effectiveness of IT organization. Four different types of leaders are found which are listed as dictator, democratic, visionary and free rein leader. All these styles have an impact on organizational effectiveness. Dictator and visionary styles influence positively, whereas others negatively. The visionary or transformational style yield most organizational effectiveness. So this is the best style to be used. The different dimensions used to define organizational effectiveness in IT industry are employee morale, organizations competitive position, customer satisfaction, management satisfaction, ability to introduce organizational change, market share of the firm. It is better to use transformational leadership style in most cases but sometimes autocratic style can also be used. Autocratic leadership style should be used when the employee is young/fresh in the industry. They actually need direct guidance and concrete explanation about task.

How the Medici Shaped the Renaissance, 2021-07-07

The World Factbook (2001) Barry Leonard, 2002-02 The World Factbook is prepared by the Central Intelligence Agency (CIA). In general, information available as of 1 Jan. 2001 was used in the preparation of this edition. The Factbook presents a profile of each country in alphabetic order, including background information, geography, population, government, economy, communications, transportation, military, and transnational issues. There are also many full-color maps, including 2 large fold-outs dated April 2001: Physical Map of the World, and Political Map of the World.

Distributed Leadership Alma Harris, 2009-03-17 Alma Harris The field of school leadership is currently preoccupied with the idea of distributed leadership. Few ideas, it seems, have provoked as much attention, debate and controversy. Whatever your position on distributed leadership, and you cannot fail to have one, it is irrefutable that distributed leadership has become the leadership idea of the moment. Yet, it is an idea that can be traced back as far as the mid 20s and possibly earlier. So why the interest? Part of the answer can be found in a move away from theorizing and empirical enquiry focused on the single leader. This shift has undoubtedly been fuelled by structural changes, within schools and across school systems that have resulted in alternative models or forms of leadership practice. Evidence highlights how those occupying formal leadership positions are increasingly recognizing the limitations of existing structural arrangements to secure organizational growth and transformation (Fullan et al. , 2007; Harris et al. , 2008; Chapman et al. , 2008). As a consequence, many heads and principals are actively restructuring, realigning and redesigning leadership practice in their school (Harris, 2008). While the terminology to describe such changes varies, the core principle is one of extending or sharing leadership practice. While scholars have long argued for the need to move beyond those at the top of organizations in order to examine leadership (Barnard, 1968; Katz and Kahn, 1966) until relatively recently, much of the school leadership literature has tended to focus upon the head or the principal.

Principles of English Stress Luigi Burzio, Burzio Luigi, 1994-12 Luigi Burzio's Principles of English Stress challenges many of the assumptions that have underpinned the generative description of English stress and more generally 'standard' metrical theory. Central to Burzio's analysis is a novel typology of metrical constituents that includes ternary feet and excludes monosyllabic feet. The analysis is essentially nonderivational in character: principles of well-formedness check for the presence of stress and weight in the output. The principles themselves are organized into a hierarchy consisting of a hardcore-controlling foot form that in cases of conflict may override principles of metrical consistency and alignment of edges. The interplay among these competing principles accounts for the cyclic effects of the standard theory. A special role is accorded phonetically null syllables that analyse hidden metrical structure to preserve a simple foot inventory and sharply curtail the standard theory's extrametricality.

Learning to Lead Warren G. Bennis, Joan Goldsmith, 1997 Leading an organisation is different from managing it. Managers want to be efficient. Leaders want to be effective.

Understanding Leadership Gayle C Avery, Andrew Bell, Martin Hilb, Anne E. Witte, 2004-02-18 In Part One of this title, Gayle Avery integrates a fragmented field into four broad paradigms or forms of leadership, helping to simplify and clarify the ill-defined field of leadership. Part Two provides 10 case studies from leading organizations across Europe, Australia and the USA.

Leaders and the Leadership Process Jon Lepley Pierce, John W. Newstrom, 1995

Bootstrapping Microservices with Docker, Kubernetes, and Terraform Ashley Davis, 2021-01-23 Summary The best way to learn microservices development is to build something! Bootstrapping Microservices with Docker, Kubernetes, and Terraform guides you from zero through to a complete microservices project, including fast prototyping, development, and deployment. You'll get your feet wet using industry-standard tools as you learn and practice the practical skills you'll use for every microservices application. Following a true bootstrapping approach, you'll begin with a simple, familiar application and build up your knowledge and skills as you create and deploy a real microservices project. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Taking microservices from proof of concept to production is a complex, multi-step operation relying on tools like Docker, Terraform, and Kubernetes for packaging and deployment. The best way to learn the process is to build a project from the ground up, and that's exactly what you'll do with this book! About the book In Bootstrapping Microservices with Docker, Kubernetes, and Terraform, author Ashley Davis lays out a comprehensive approach to building microservices. You'll start with a simple design and work layer-by-layer until you've created your own video streaming application. As you go, you'll learn to configure cloud infrastructure with Terraform, package microservices using Docker, and deploy your finished project to a Kubernetes cluster. What's inside Developing and testing microservices applications Working with cloud providers Applying automated testing Implementing infrastructure as code and setting up a continuous delivery pipeline Monitoring, managing, and troubleshooting About the reader Examples are in JavaScript. No experience with microservices, Kubernetes, Terraform, or Docker required. About the author Ashley Davis is a software developer, entrepreneur, stock trader, and the author of Manning's Data Wrangling with JavaScript. Table of Contents 1 Why microservices? 2 Creating your first microservice 3 Publishing your first microservice 4 Data management for microservices 5 Communication between microservices 6 Creating your production environment 7 Getting to continuous delivery 8 Automated testing for microservices 9 Exploring FlixTube 10 Healthy microservices 11 Pathways to scalability

Virtual Economies Vili Lehdonvirta, Edward Castronova, 2014-05-09 How the basic concepts of economics—including markets, institutions, and

money—can be used to create and analyze economies based on virtual goods. In the twenty-first-century digital world, virtual goods are sold for real money. Digital game players happily pay for avatars, power-ups, and other game items. But behind every virtual sale, there is a virtual economy, simple or complex. In this book, Vili Lehdonvirta and Edward Castronova introduce the basic concepts of economics into the game developer's and game designer's toolkits. Lehdonvirta and Castronova explain how the fundamentals of economics—markets, institutions, and money—can be used to create or analyze economies based on artificially scarce virtual goods. They focus on virtual economies in digital games, but also touch on serious digital currencies such as Bitcoin as well as virtual economies that emerge in social media around points, likes, and followers. The theoretical emphasis is on elementary microeconomic theory, with some discussion of behavioral economics, macroeconomics, sociology of consumption, and other social science theories relevant to economic behavior. Topics include the rational choice model of economic decision making; information goods versus virtual goods; supply, demand, and market equilibrium; monopoly power; setting prices; and externalities. The book will enable developers and designers to create and maintain successful virtual economies, introduce social scientists and policy makers to the power of virtual economies, and provide a useful guide to economic fundamentals for students in other disciplines.

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