

Epic Quick Reference Guide

Welcome! Congratulations on taking the first important step towards preparing for the Professional Scrum Developer (PSD) Exam! Professional Scrum Developer (PSD) is an advanced assessment created to test your knowledge of how to build complex software products using Scrum. This book is a Quick Reference Guide created for the Professional Scrum Developer (PSD) Examination. The Guide also contains Questions and Answers which will help you prepare for the Professional Scrum Developer (PSD) . Information in this Guide references: The Scrum Guide.Scrum Forums (Scrum.Org).Other Scrum and Development Education Sites.Scrum and PSD Glossary Note: 1) This Reference guide is not a text book or a replacement to any Textbooks. It's simply your workbook which has content (present on the Scrum guide, Discussion forums & Other Sites) presented systematically to help you understand and memorize for the exam. 2) The Reference guide also has 150+ exclusive questions and answers which will help you prepare for PSD Exams. It also contains 150+ PSM Exam Questions which are asked on the PSD Exam. 3) % of the book is available for you to see before you buy it in the "Look Inside" Amazon Feature. This will help you understand exactly what you are buying. 4) Content found on the Scrum Guide and Other Websites is repeated on this Reference Guide. 5) Reach out to ScrumReferenceGuides@gmail.com for questions and feedback. The Scrum.org Professional Scrum Developer I (PSD I) assessment is a 60 minute time boxed assessment where you'll answer 80 questions (in English) of multiple choice type, very similar in style to the Scrum Developer Open assessment. Prepare for the exam: 1.Prepare for or Revisit PSM I Exam. 2.Carefully read the Scrum Guide (Nov 2020) along with this Reference book. The Scrum Guide is extremely condensed and thus we have decomposed and categorized the most important information present on the Scrum Guide in this Reference Guide. This Book / PSD Reference Guide. 3. Research the topics online if you don't understand them.Be thorough with all the content. 4.Go through the questions and answers at the bottom of the book. (150+ PSD Questions + 150+ PSM Questions).These questions were compiled very carefully. Go through the answers and make sure you understand the concepts. Make sure you go through the answers explanations regardless of whether you answered the questions correctly or not. Go back to the Reference Table and reread. 5.Take the Professional Scrum Developer Open Assessment until you can do the assessment quickly and score close to 100% three times in a row. Few Questions which are asked on the exam are the exact same.

Jira Quick Start GuideManage your projects efficiently using the all-new JiraPackt Publishing Ltd

Nebvarasa is wracked by the Celestial War. The worlds are under siege by the gods and their powerful armies. Laon, god of the sun, was imprisoned and Neir has fallen under eternal darkness. Meteors in the shape of angels, demons and artifacts fall on the land, spreading chaos among mortals. La Notte Eterna 5e is an epic-fantasy setting created by author Jason R. Forbus. The project was started more than 15 years ago and over the years has grown with new ideas, game mechanics, updates, edits and improvements. The setting currently comprises of a core manual of over 300 pages, a monster manual that adds dozens of new creatures and mechanics, a collection of short stories based in the world of Neir offering ideas for new quests and characters, and an adventure to get you started in La Notte Eterna 5e (Creeping Death). This QuickStart Guide has been designed to provide all the elements necessary to start exploring and playing La Notte Eterna 5e. It includes three new playable races, two paths, a summary description of the kingdoms and of the gods as well as a one-shot adventure and a link to download the character's sheet and a battlemap.

The Quick Start Guide to Perfect Pancakes

Battleforce Chronicles Quick Start Guide

PSD: Professional Scrum Developer Question Bank and Reference Guide.

A beginner's guide to developing enterprise-grade decentralized applications

USPTO Image File Wrapper Petition Decisions 0477

Epic Role Playing Rules Manual

This book is a most excellent addition to the knowledge base needed to deliver high-quality primary clinical care. It is 10 years since the author last pulled together a collection of the most authoritative clinical guidelines in an easily digestible format. Now a whole plethora of information is available online covering primary to tertiary care which to the busy primary care clinician can be overwhelming. This is therefore no longer a collection of all available guidelines - this is unashamedly a selection of the guidelines relevant to primary care that Dr Smith finds most useful in his daily practice as a very experienced general practitioner. He has included various resources that I have also found useful but difficult to locate, even online.

Plunge down steep, rugged singletrack, relax along leisurely lakeside trails, or travel off-road through Virginia's scenic horse and wine country with Mountain Biking Virginia. Local mountain biker Martín Fernández shows both novice and experienced cyclists how to get out of the gridlock and into the woods. Look inside to find: Detailed ride descriptions GPS coordinates Full-color photos throughout Tips on riding, trip preparation, and bicycle maintenance Accurate directions, difficulty ratings, trail contacts, and more Wherever you ride and whatever your skill level, let Mountain Biking Virginia be your guide to this mountain biking paradise.

Learn the Secrets Behind Making the Perfect Pancake Are you tired of making pancakes that come out heavy and gummy? Would you love for your pancakes to have a deep, luscious dark brown color to them? In The Quick Start Guide to Perfect Pancakes, the tricks for how to make perfect pancakes will be revealed. This guide takes you step-by-step through the process, offering suggestions that will turn your pancakes into deliciously light and fluffy masterpieces. Also, inside you will discover wonderful pancake recipes like Brown Sugar Perfect Pancakes, Apple Pie Perfect Pancakes, Pumpkin Pie Perfect Pancakes, and Banana Bread Perfect Pancakes. With The Quick Start Guide to Perfect Pancakes, you will be making the best restaurant quality pancakes in the comfort of your own home.

Energy Research Abstracts

Racing Weight Quick Start Guide

Management, a continuing bibliography with indexes

Scientific and Technical Aerospace Reports

Management

Literary Research and the Anglo-Saxon and Medieval Eras

How many times have you wanted some context and background about a book of the Bible but didn't have the time to wade through a long commentary? The Quick Reference Guide to the Catholic Bible is a concise guide that is meant to orient you as you read the various books of the Bible—something you can keep by your side and glance at quickly before going back to your prayer.

Experience the Story that God is telling! In Epic, a retelling of the gospel in four acts, John Eldredge invites us to revisit the drama of life, viewing God not only as the author but also as the lead actor, exploring His motives and His heart. In Epic Study Guide, Eldredge examines the power of story, the universal longing for a "plot" that makes sense deep inside us, our desire for a meaningful role to play, our love of books and movies, and how all of this points us to the gospel itself.

Battleforce Chronicles is a Sci Fi Tabletop Roleplaying game set in a distant universe where an oppressive race is determined to extinguish mankind forever. Using alien technology the humans has survived a Neo-Apocalypse (advancement through alien tech) and thrived!

The Quick Reference Guide to the Catholic Bible

Blockchain Quick Start Guide

A Reference Guide for English Studies

Strategies and Sources

PSM II : Quick Reference Guide and Exam Questions

Unreal Engine Virtual Reality Quick Start Guide

This book focuses on providing information on project management specific for software implementations within the healthcare industry. It can be used as a guide for beginners as well as a reference for current project managers who might be new to software implementations. Utilizing the Project Management Institute's (PMI) methodology, process groups and knowledge areas are defined as they relate to implementing custom and commercial off-the-shelf (COTS) software. The Software Development Life Cycle (SDLC) is a standard for developing custom software, but can also be followed for implementing COTS applications as well. How will the system be set up from an architecture and hardware standpoint? What environments will be needed and why? How are changes managed throughout the project and after? These questions and more will be reviewed. The differences between types of testing are defined as well as when each are utilized. Planning for the activation and measuring the success of the project and how well the strategic need has been met are key activities that are often not given the time and effort as the other parts of the implementation project. This new edition updates the current content to better align with the newest version of the PMI's Project Management Body of Knowledge (PMBOK), as well as the latest technology and concepts. In addition, this new edition includes additional chapters on agile management, stakeholder management, and choosing the right methodology.

Epic Role Playing is a next generation RPG that contains intense, choice-filled combat, six innovative branches of magic, and culture-based character development. After an introductory chapter, the Epic Role Playing Rules Manual guides players through a wide-ranging and unique character creation process, which births culturally driven, diverse heroes unconstrained by classes or inflexible tracks of progress. Character professions (detailed in the Atlas of Eslin, Volume I) are culturally defined and growth within them is guided by role playing not a rigid set of rules. Following chapters include the faculty system, which offers opportunities to explore an inexhaustible array of skill options, specialties, masteries and grandmasteries. Instead of characters defined by an overall skill level, each skill level is independent and improves according to the character's talent for that skill. This is followed by a detailed catalogue of equipment. In its chapters for the gamemaster, or "Guide," practical tools and storytelling advice are discussed for creating heroic adventures that will have players swooning with terror and scrambling for glory. The final chapters are a treasury chock-full of high-quality and imbued items and rules for large-scale battle and warfare. The Epic Rules Manual makes gaming easier with numerous quick reference boxes, a glossary, ready-to-use forms, and integration with www.epicrpg.com. This book is one of four core rulebooks for use with the Epic Role Playing game system.

Prepare for the Project Management Institute's (PMI®) Agile Certified Practitioner (ACP®) exam. Augment your professional experience with the necessary knowledge of the skills, tools, and techniques that are required for passing the examination. This is a comprehensive and one-stop guide with 100% coverage of the exam topics detailed in the PMI-ACP® Exam content outline. Rehearse and test your knowledge and understanding of the subject using the practice quizzes after each chapter, three full-length mock exams, and practical tips and advice. You will be able to understand the Agile manifesto, its principles and many facets of Agile project management such as planning, prioritization, estimation, releases, retrospectives, risk management, and continuous improvement. The book covers Agile metrics and means of demonstrating progress. People management aspects such as behavioral traits, servant leadership, negotiation, conflict management, team building, and Agile coaching are explained. Whether you are a beginner or a seasoned practitioner, this book also serves as a practical reference for key concepts in Agile and Agile methodologies such as Scrum, XP, Lean, and Kanban. What you will learn: •The necessary knowledge of the skills, tools, and techniques that are required for passing the PMI-ACP examination•To understand the scope and objectives of the PMI-ACP exam, and gain confidence by taking practice quizzes provided in each chapter and three full-length mock exams•To gain exposure to Agile methodologies such as Scrum, XP, Lean, and Kanban plus various tools and techniques required to conduct Agile projects•The focus is to "Be Agile", rather than "Do Agile" Who this book is for: The audience for this book primarily includes IT professionals who wish to prepare for and pass the Agile Certified Professional (ACP) exam from the Project Management Institute (PMI). The book also is a practical reference book for Agile Practitioners. /div

Government Reports Announcements & Index

The Project Manager's Guide to Health Information Technology Implementation

A Quick Reference Guide for the Busy Professional

Mountain Biking Virginia

Audio Books: Your Quick Start Guide

NASA SP-7500

This book takes the practicality of other "Gems" series such as "Graphics Gems" and "Game Programming Gems" and provide a quick reference for novice and expert programmers alike to swiftly track down a solution to a task needed for their VR project. Reading the book from cover to cover is not the expected use case, but being familiar with the territory from the Introduction and then jumping to the needed explanations is how the book will mostly be used. Each chapter (other than Introduction) will contain between 5 to 10 "tips", each of which is a self-contained explanation with implementation detail generally demonstrated as pseudo code, or in cases where it makes sense, actual code. Key Features Sections written by veteran virtual reality researchers and developers Usable code snippets that readers can put to immediate use in their own projects. Tips of value both to readers entering the field as well as those looking for solutions that expand their repertoire.

Port projects over from GitHub and convert SVN projects to GitLab hosted git projects Key Features Effective guide for GitLab migration from GitHub and SVN Learn to implement DevOps with GitLab 11 Manage projects with issue boards and time tracking Book Description Gitlab is an open source repository management and version control toolkit with an enterprise offering. This book is the ideal guide to GitLab as a version control system (VCS), issue management tool, and a continuous integration platform. The book starts with an introduction to GitLab, a walkthrough of its features, and explores concepts such as version control systems, continuous integration, and continuous deployment. It then takes you through the process of downloading and installing a local copy of the on-premise version of GitLab in Ubuntu and/or CentOS. You will look at some common workflows associated with GitLab workflow and learn about project management in GitLab. You will see tools and techniques for migrating your code base from various version control systems such as GitHub and SVN to GitLab. By the end of the book, you will be using Gitlab for repository management, and be able to migrate projects from other VCSs to GitLab. What you will learn Set up CI and test builds for your projects Understand the benefits and limitations of GitLab workflow Migrate from other common VCS platforms to Gitlab Create, review, and merge code changes Learn to branch local code and create a new branch in GitLab Configure sequential stages and simultaneous stages for CI/CD Access Mattermost for on-premise GitLab Discover the issue tracking features of GitLab Who this book is for The book is intended for the developers, SREs, and DevOps professionals who are looking for techniques to port their codebase to GitLab from GitHub or are looking to work with GitLab as their version control system of choice. If you've used other VCSs before, that will help with this book.

This book tells a fascinating story of how music traveled with mankind through history. Features little known facts, personal and professional bits of interesting information.

Unreal Engine 4 Game Development Quick Start Guide

Ace the PMI-ACP® exam

LaTeX for Linux

Guide to the Primary Care Guidelines

Computer Security Handbook, Set

A 4-Week Weight-Loss Plan for Endurance Athletes

Learn quick and effective techniques to get up and running with building blockchain including Ethereum and Hyperledger Fabric. Key FeaturesUnderstand the key concepts of decentralized applications and consensus algorithmsLearn key concepts of Ethereum and Solidity programmingPractical guide to get started with build efficient Blockchain applications with Ethereum and HyperledgerBook Description Blockchain is a technology that powers the development of decentralized applications.This technology allows the construction of a network with no single control that enables participants to make contributions to and receive benefits from the network directly. This book will give you a thorough overview of blockchain and explain how a blockchain works.You will begin by going through various blockchain consensus mechanisms and cryptographic hash functions. You will then learn the fundamentals of programming in Solidity - the defacto language for developing decentralize, applications in Ethereum. After that, you will set up an Ethereum development environment and develop, package, build, and test campaign-decentralized applications.The book also shows you how to set up Hyperledger composer tools, analyze business scenarios, design business models, and write a chain code. Finally, you will get a glimpse of how blockchain is actually used in different real-world domains. By the end of this guide, you will be comfortable working with basic blockchain frameworks, and develop secure, decentralized applications in a hassle-free manner. What you will learnUnderstand how blockchain hashing worksWrite and test a smart contract using SolidityDevelop and test a decentralized applicationBuild and test your application using Hyperledger FabricImplement business network using Hyperledger ComposerTest and interact with business network applicationsWho this book is for The book is for developers, analysts, or anyone looking to learn about Blockchain in a quick and easy manner.

Begin losing 5, 10, or 20+ pounds in 4, 6, or 8 weeks! Matt Fitzgerald's Racing Weight Quick Start Guide applies all the principles of his best-selling book Racing Weight in a detailed set of weight-loss training plans. You will devote 4 to 8 weeks to starting a weight loss of 5, 10, or 20+ pounds. Lose weight quickly by following a schedule of high-intensity workouts and strength training as well as a menu of calorie-restricted, high-protein meals and snacks. Low-volume and high-volume plans make it possible for cyclists, runners, and triathletes with a wide range of experience to maintain their training levels. Replace fat with muscle while keeping your appetite in check. Once you've hit your quick start weight-loss goals, you will continue drop ping unwanted pounds using the proven strategies of the Racing Weight program. Zero in on your racing weight through improved diet quality, balanced macronutrient levels, proper timing of meals and snacks, appetite management, and training for lean body composition. The Racing Weight Quick Start Guide will accelerate your season goals so you'll be racing leaner and faster than ever before.

Leverage Jira's powerful task management and workflow features to better manage your business processes Key Features The book covers all major applications of Jira, which are Jira Software, Jira Core, Jira Service Desk. Configure project workflows and the fields that will be used in the project with the help of Jira's features Create tickets for issues and manage your projects using the Jira software Book Description Jira is an issue tracker and project management system. With their latest release, the Jira team has now expanded their user base to agile teams as well as business teams. This book provides a comprehensive explanation covering all major components of Jira, including Jira Software, Jira Core, and Jira Service Desk. This book starts with an introduction to Jira's unique features and how it can be used as an issue-tracking tool. It will then teach you about how a new project is created by a Jira administrator, what responsibilities there are, and using correct and relevant schemes in your project. You will then learn how to configure project workflows and fields for project screens. You will understand the various permissions used in projects and the importance of project roles in Jira. Then, the book talks about the concepts of versions acting as milestones and using components when handling issues in your projects. It will then focus on analysing data using built-in reports and creating dashboards in Jira. At the end, it will discuss various best practices for users as well as project managers or project administrators. What you will learn Implement Jira as a project administrator or project manager Get familiar with various functionalities of Jira Configure projects and boards in your organisation's Jira instance Understand how and when to use components and versions in your projects Manage project configurations and Jira schemes Learn the best practices to manage your Jira instance Who this book is for This book will be especially useful for project managers but it's also intended

for other Jira users, including developers, and any other industry besides software development, who would like to use Jira for project management.

EIA Publications Directory

Musicology 2101

GitLab Quick Start Guide

An Atlas of Virginia's Greatest Off-Road Bicycle Rides

Migrate to GitLab for all your repository management solutions

Design and Develop immersive virtual reality experiences with Unreal Engine 4

This text is an introduction to the full range of standard reference tools in all branches of English studies. More than 10,000 titles are included. The Reference Guide covers all the areas traditionally defined as English studies and all the field of inquiry more recently associated with English studies. British and Irish, American and world literatures written in English are included. Other fields covered are folklore, film, literary theory, general and comparative literature, language and linguistics, rhetoric and composition, bibliography and textual criticism and women's studies.

Cloud computing has caused a marketing fog, confusing business executives seeking to understand the technology's potential applications and business benefits. A Quick-Start Guide to Cloud Computing cuts through the industry hype and provides non-technical explanations about what it is and how it can improve your business. With case studies from large and small business, it shows how enabling a remote workforce and sharing resources can reduce your organisation's carbon footprint. It describes: the benefits of cloud computing; how to choose the right supplier and technologies for your particular business; key security issues and the perils and pitfalls to avoid. This Quick Start Guide puts business needs before technology, enabling you to make confident decisions about IT strategy, make the right choices for your business and reject 'solutions' that fix problems you don't have.

The popularity of iPod and MP3 players has boosted the market of audio books in recent years. Some book publishers even predicted that audio books would outsell paperback books or e-books one day. Indeed, this trend is understandable when you consider the benefits of audio books over paperback books. Discover everything you need to know by grabbing a copy of this ebook today.

200 Essential Q&A's for the Internet Investor

A Quick Start Guide to Music Biz History

The Pyramid of Power

The Quick-Start Beginner's Guide to the Bible

*Easy-To-Use *Fact-Filled *Life-Changing

A Vaude Mecum

Unreal Engine VR Quick Start Guide introduces designers to the guidelines and design processes necessary to build interactive VR experiences. Learn to use User Experience design techniques and Blueprint programming to create virtual reality gameplay for HTC Vive, Oculus Rift, PSVR, and Windows Mixed Reality headsets.

This comprehensive guide is directed at Linux and UNIX users but is also the best how-to book on the use of LaTeX in preparing articles, books and theses. Unlike other LaTeX books, this one is particularly suitable for anyone coming to LaTeX for the first time.

Learn how to use Unreal Engine 4 by building 3D and multiplayer games using Blueprints Key Features Learn the fundamentals of Unreal Engine such as project templates, Blueprints, and C++

Learn to design games; use UMG to create menus and HUDs, and replication to create multiplayer games Build dynamic game elements using Animation Blueprints and Behavior Trees Book

Description Unreal Engine is a popular game engine for developers to build high-end 2D and 3D games. This book is a practical guide, starting off by quickly introducing you to the Unreal

Engine 4 (UE4) ecosystem. You will learn how to create Blueprints and C++ code to define your game's functionality. You will be familiarized with the core systems of UE4 such as UMG,

Animation Blueprints, and Behavior Trees. You will also learn how to use replication to create multiplayer games. By the end of this book, you will have a broad, solid knowledge base to

expand upon on your journey with UE4. What you will learn Use project templates to give your game a head start Create custom Blueprints and C++ classes and extend from Epic's base classes

Use UMG to create menus and HUDs for your game Create more dynamic characters using Animation Blueprints Learn how to create complex AI with Behavior Trees Use replication to create

multiplayer games Optimize, test, and deploy a UE4 project Who this book is for Readers who already have some game development experience and Unity users who would like to try UE4 will all

benefit from this book. Knowledge of basic Object-Oriented Programming topics such as variables, functions, and classes is assumed.

An Epic Sci Fi Neo Apocalyptic RPG

Epic Study Guide

VR Developer Gems

A Quick Start Guide to Cloud Computing

Machine Learning with Scala Quick Start Guide

Commerce Today

"Literary Research and the Anglo-Saxon and Medieval Eras: Strategies and Sources is a guide to scholarly research in the field of medieval English literature covering the period 450 CE to 1500 CE. The volume presents the best practices for building a foundation of sound scholarship practices in the field of medieval English literature"--
The classic and authoritative reference in the field of computer security, now completely updated and revised With the continued presence of large-scale computers; the proliferation of desktop, laptop, and handheld computers; and the vast international networks that interconnect them, the nature and extent of threats to computer security have grown enormously. Now in its fifth edition, Computer Security Handbook continues to provide authoritative guidance to identify and to eliminate these threats where possible, as well as to lessen any losses attributable to them. With seventy-seven chapters contributed by a panel of renowned industry professionals, the new edition has increased coverage in both breadth and depth of all ten domains of the Common Body of Knowledge defined by the International Information Systems Security Certification Consortium (ISC). Of the seventy-seven chapters in the fifth edition, twenty-five chapters are completely new, including: 1. Hardware Elements of Security 2. Fundamentals of Cryptography and Steganography 3. Mathematical models of information security 4. Insider threats 5. Social engineering and low-tech attacks 6. Spam, phishing, and Trojans: attacks meant to fool 7. Biometric authentication 8. VPNs and secure remote access 9. Securing Peer2Peer, IM, SMS, and collaboration tools 10. U.S. legal and regulatory security issues, such as GLBA and SOX Whether you are in charge of many computers or just one important one, there are immediate steps you can take to safeguard your computer system and its contents. Computer Security Handbook, Fifth Edition equips you to protect the information and networks that are vital to your organization.

Supervised and unsupervised machine learning made easy in Scala with this quick-start guide. Key Features Construct and deploy machine learning systems that learn from your data and give accurate predictions Unleash the power of Spark ML along with popular machine learning algorithms to solve complex tasks in Scala. Solve hands-on problems by combining popular neural network architectures such as LSTM and CNN using Scala with DeepLearning4j library Book Description Scala is a highly scalable integration of object-oriented nature and functional programming concepts that make it easy to build scalable and complex big data applications. This book is a handy guide for machine learning developers and data scientists who want to develop and train effective machine learning models in Scala. The book starts with an introduction to machine learning, while covering deep learning and machine learning basics. It then explains how to use Scala-based ML libraries to solve classification and regression problems using linear regression, generalized linear regression, logistic regression, support vector machine, and Naive Bayes algorithms. It also covers tree-based ensemble techniques for solving both classification and regression problems. Moving ahead, it covers unsupervised learning techniques, such as dimensionality reduction, clustering, and recommender systems. Finally, it provides a brief overview of deep learning using a real-life example in Scala. What you will learn Get acquainted with JVM-based machine learning libraries for Scala such as Spark ML and Deeplearning4j Learn RDDs, DataFrame, and Spark SQL for analyzing structured and unstructured data Understand supervised and unsupervised learning techniques with best practices and pitfalls Learn classification and regression analysis with linear regression, logistic regression, Naive Bayes, support vector machine, and tree-based ensemble techniques Learn effective ways of clustering analysis with dimensionality reduction techniques Learn recommender systems with collaborative filtering approach Delve into deep learning and neural network architectures Who this book is for This book is for machine learning developers looking to train machine learning models in Scala without spending too much time and effort. Some fundamental knowledge of Scala programming and some basics of statistics and linear algebra is all you need to get started with this book.

The Roots of the Bhagavadgita Volume I (b)

Management, a Bibliography for NASA Managers

Jira Quick Start Guide

Quick Start Guide La Notte Eterna 5e

Stephen Eckett on Online Investing

Manage your projects efficiently using the all-new Jira

In Stephen Eckett's bi-weekly column for Investors Chronicle he answers readers' questions about internet investing. Often they are problems which are driving readers mad, but which can be solved very simply. This book is a collection of the most useful Q&As from the last 2 years, updated to take account of new web sites and changing technology. In Stephen Eckett's bi-weekly column for Investors Chronicle he answers readers' questions about internet investing. Often they are problems which are driving readers mad, but which can be solved very simply. This book is a collection of the most useful Q&As from the last 2 years, updated to take account of new web sites and changing technology. into a spreadsheet; quick ways to copy text from a web page; using more than one ISP; minimising connection charges; speeding up browsing; improving download speeds; Internet Explorer shortcuts and add-ons; keyboard shortcuts; finding lost files; the best search engines; safe ways to save data; printing charts from web pages; useful newsgroups and BBs; where to get free software; using stock screeners; using stop losses; email newsletters; tip sites; new issues; how to monitor fund prices; base values for CGT calculations; market data sources (price and volume, real-time & historic); company data sources; where to find earnings estimates; tracking directors dealings; best sites for online charts; online brokers; use of Excel for portfolio management; day trading and DAT with level II quotes; trading the US markets from the UK; ADRs; trading European markets; warrants and options; spread betting shorting; CFDs; regulation & investor compensation, and much more This could well be the most useful book of 2002 recommendations, it has a comprehensive listing of the websites which Stephen Eckett rates most highly.

From the author of the bestselling "Complete Book of Bible Trivia" (over 700,000 copies sold) comes this instant reference guide to God's Word. This is the perfect foundational book for anyone who wants to learn about the Bible, its books, and the wonderful treasures within.

Not everyone knows what the Bible is, why it was written, how chapter and verse numbers work, and why we even read it today. In this helpful guide, author Stephen J. Lang answers many key questions, including... What are the books in the Bible named for? Why are there two testaments? Why are there so many versions? What do the chapter and verse numbers mean? Is the Bible the only "holy" book? This is an ideal resource for anyone who has never used the Bible before, as well as for new believers. It will give them a running start on getting to know the God who loves them, and understanding the written Word He has given them.

Welcome! Kudos on taking the first important step towards prepping up for the Exam! This book is a quick Reference Guide created for the PSM II (Professional Scrum Master) Examinations. Questions and Answers (similar to the ones in the exam) are included. The guide helps highlight the most important information for you to see at a glance. It also brings the most relevant information for the PSM II Exam together in one resource. Note: 1) The Reference Guide is based on the latest Scrum guides. 2) Information and Content found on the Scrum Guide, Nexus Guides and other articles (found on Scrum.org) is repeated on this Reference guide. 3) This Reference guide is not a text book or a replacement to the Scrum Guide. It's simply your workbook which has content presented systematically to understand and memorize for the exam. 4) The Reference guide also has questions and answers which will help you prepare for the PSM II exam. 5) Your feedback is much appreciated. Please feel free to email ScrumReferenceGuides@gmail.com in case of any questions. 6) % of the book is available for you to see before you buy it in the "Look Inside" Amazon Feature. This will help you understand exactly what you are buying. 7) You do not need to purchase the PSM II Question Bank (ISBN : 978-1-7345536-5-9) if you purchase this book. The PSM II assessment is structured in a similar way to PSM I. It is comprised of 30 multiple choice questions. You have 90 minutes to complete the assessment and must score 85%+ to achieve the certification. The questions and answer options tend to be longer than in PSM I and it takes more time to read and understand. As with all Scrum.org assessments, it is challenging and designed to test your real understanding of Scrum. The Guide also contains Questions and Answers which will help you prepare for the Professional Scrum Master II (PSM II) and / or Professional Scrum Product Owner II (Level 2) Exam. Information in this Guide references: 1.The Scrum Guide. (Nov 2020) 2.The Nexus Guide. (Jan 2021) 3.The Kanban Guide. (Jan 2021) 4. Professional Scrum Development Scrum Topics. 5. Evidence Based Management Guide. 6. Scrum Org Professional Scrum Master Learning Path. 7. Scrum Org Professional Scrum Product Owner Learning Path. 8. Scrum Org Professional Agile Learning Path. 9. Scrum Forums, white papers, articles and training videos (Scrum.Org). 10. Other Scrum sites and books. 11. Practice Questions and Answers. A) 160 Professional Scrum Master Basics Questions and Answers. B) 130 Scaled Professional Scrum Questions and Answers. C) 160 Professional Scrum Developer Questions and Answers. D) 134 Kanban Questions and Answers. E) 132 PAL-E and Professional Scrum Master (Level 2) Questions and Answers. F) 80 Professional Scrum Master II (Level 2) Questions and Answers.

Programming professional 3D games with Unreal Engine 4

How to Make Pancakes That Are Delicious, Light and Fluffy

Moving Your Business into the Cloud

Leverage popular machine learning algorithms and techniques and implement them in Scala