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Methodist Magazine and Quarterly Review
HowExpert Guide to Plants
American Glass Review
Software-Defined Networking with OpenFlow
The Carpet and Upholstery Trade Review
The Bee-keepers' Review
The American Architect and the Architectural Review
American Architect and the Architectural Review
The Mining and Engineering Review and Electrician
Gas Review
Closing the Feedback Loop
The W.B.A. Review
Secular Review
The Missionary Review of the World
Game Programming Using Qt: Beginner's Guide
Practical Druggist and Pharmaceutical Review of Reviews
How To Self Publish
The Electrical Review
Missionary Review of the World
The Single Tax Review
The American Review of Reviews
Musical Opinion and Music Trade Review
Creating Data Stories with Tableau Public
Luther League Review
Apache Spark Graph Processing
Blockchain Consortiums - A Comprehensive Handbook
Lonely Planet Pocket Vienna
The Cyclopedic Review of Current History
Independent and Weekly Review
The Homiletic Review
The Feedback Fix
The Missionary Review
New York Review of the Telegraph and Telephone and Electrical Journal
The Weekly Florists' Review
Florists' Review
Lonely Planet Cancun, Cozumel & the Yucatan
The New Church Repository and Monthly Review
Bermuda 2008
Paint, Oil and Drug Review
SoapUI Cookbook

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NICOLE TREVON

*Methodist Magazine and
Quarterly Review* Lonely
Planet

Detailed and timely
information on
accommodations,
restaurants, and local
attractions highlight these
updated travel guides,
which feature all-new
covers, a two-color
interior design, symbols to
indicate budget options,
must-see ratings, multi-
day itineraries, Smart
Travel Tips, helpful
bulleted maps, tips on
transportation, guidelines
for shopping excursions,
and other valuable
features. Original.

*HowExpert Guide to
Plants* Notion Press

If you want to learn,
understand, and
appreciate the history,
science, and world of
plants around us, then
check out HowExpert
Guide to Plants.

HowExpert Guide to
Plants provides 101 tips
with comprehensive
explanations to help
readers learn about and
enjoy all the basics of
plants. Readers will learn
ways to integrate
botanical knowledge and
hands-on interactions with
plants into their daily

lives, even when living in
places like small
apartments or large cities.

Readers will also learn
about the cultural,
linguistic, and culinary
aspects of plants and will
discover ways to make
creative gifts for loved
ones using beautiful
botanical materials. The
book begins by taking
readers through the
history of plants on Earth
and then explores some
common
misunderstandings about
plants. Next, readers will
learn the basics of plant
identification and some
fundamentals of plant
biology. After mastering
this background
knowledge, readers will
then learn how to actively
get involved with plants in
their local communities
and creative hobbies. This
is an ideal book for people
passionate about plants
and looking for an
accessible, multi-faceted,
and truly meaningful
foundation that is rooted
in scientific principles and
that gets people involved
in the plant-related
community and artistic
activities. This book will
show readers how to
deepen their
understanding of plants
while contributing to the
well-being of local plant
habitats and human
communities. Check out

HowExpert Guide to
Plants if you want to
learn, understand, and
appreciate the history,
science, and world of
plants around us. About
the Author Loretta
Pedersen is an ecologist,
writer, and editor in
Washington State. Her
love of plants took root
when she was a child
hiking around the
mountains of Colorado
with her father, whose
hobby was studying wild
plants. Pedersen's first
plant-related job was at a
retail nursery when she
was in junior high.

Pedersen received her
master's degree from the
University of Washington
School of Environmental
and Forest Sciences,
where she studied the
chemical ecology of Puget
Sound prairie plants. She
sometimes teaches
courses in native plant
identification, plant
taxonomy, and
sustainable horticulture
and has also worked with
arboretum living
collections curation and
herbarium specimen
management. HowExpert
publishes how to guides
by everyday experts.

American Glass Review

HowExpert

Lonely Planet Pocket

Vienna is your passport to
all the most relevant and
up-to-date advice on what

to see, what to skip, and what hidden discoveries await you. Discover the opulent Schloss Schonbrunn which was previously inhabited by royalty, lounge at the MuseumsQuartier, or stock up for a gourmet picnic at Naschmarkt.

Software-Defined Networking with OpenFlow Rowman & Littlefield

Lonely Planet Cancun, Cozumel & the Yucatan is your passport to the most relevant, up-to-date advice on what to see and skip, and what hidden discoveries await you. Marvel at Chichen Itza's massive El Castillo pyramid, swim in a cenote, and party in a steamy Caribbean cantina in Merida; all with your trusted travel companion.

The Carpet and Upholstery Trade Review Packt Publishing Ltd

This book is aimed at developers and technical testers who are looking for a quick way to take their SoapUI skills and understanding to the next level. Even if you are new to SoapUI but have basic Java skills and a reasonable grasp of RESTful and Soap web services, then you should have no problem making use of this book.

The Bee-keepers' Review

Lonely Planet

Enhanced transparency, accountability, and government or donor responsiveness to people needs are imperative to achieve better and more sustainable development results on the ground. The rapid spread of new technologies is transforming the daily lives of millions of poor people around the world and has the potential to be a real game changer for development. Improved accountability and responsiveness are critical for reaching the goals of eliminating extreme poverty and promoting shared prosperity with a focus on improving the well-being of the most vulnerable and marginalized groups in society. Within the broader political economy context, many questions remain unanswered about the role that new technologies can play to act as an accelerator for closing the accountability gap. Within this context, this report brings together new evidence from leading academics and practitioners on the effects of technology-enabled citizen engagement. The report aims to address the following four main questions: how do new

technologies empower communities through participation, transparency, and accountability?; are technologies an accelerator for closing the accountability gap - the space between supply (governments, service providers) and demand (citizens, communities, civil society organizations) that must be bridged for open and collaborative governance?; under what conditions does this occur?; and what are the experiences and lessons learned from existing grassroots innovators and donor-supported citizen engagement and crowdsourcing programs, and how can these programs be replicated or scaled up?. The report presents a theoretical framework about the linkages between new technologies, participation, empowerment, and the improvement of poor people's human well-being based on Amartya Sen's capability approach. The book provides rich case studies about the different factors that influence whether or not information and communication technology (ICT)-enabled citizen engagement

programs can improve the delivery and quality of public services to poor communities. The report analyzes in depth both the factors and process of using new technologies to enhance the delivery of primary health services to pregnant women in Karnataka, India, and of several community mapping and crowdsourcing programs in Guinea, Haiti, Kenya, Libya, Sudan, and other countries.

The American Architect and the Architectural Review Packt Publishing Ltd

If you want to learn how to self publish, then get "How To Self Publish" guide written by a real life author and self publisher Jennifer-Crystal Johnson. *How to Self Publish* by Jennifer-Crystal Johnson is an in-depth look at some of the most important skills for aspiring self-published authors and individuals considering founding an independent publishing company. With over ten years of writing and editing experience, Johnson points out some of the most common mistakes self-published authors make, how to avoid them, and some free tools to get your work looking professional and polished. With sections on

the writing, editing, and revision processes as well as eBook formatting tips, book cover design basics, and marketing ideas, Johnson engages the reader in conversational suggestions for bettering the self-publishing experience and industry as a whole by providing new authors with useful tools and practical information to present their work professionally in print and eBook formats. About the Expert Jennifer-Crystal Johnson is originally from Germany, but was raised all over. She has published one novella under her former last name, *The Outside Girl: Perception is Reality* (Publish America, 2005 - this will be out of print by 2013), a poetry book, *Napkin Poetry* (Broken Publications, 2010), and a collection of poetry, art, and prose called *Strangers with Familiar Faces* (Broken Publications, 2011). Her poem, *Yin & Yang*, was featured on Every Writer's Resource's Poem a Day site. One of her short stories, *The Clinic*, has been featured in *Jack Meets Jill*, and her short horror story, *The Huntress*, has been featured in *Zombie Coffee Press*. She also received a finalist mention in the

Summer 2011 Elephant Prize Contest for her short story, *Shrapnel*.

HowExpert publishes quick 'how to' guides on all topics from A to Z by everyday experts.

[American Architect and the Architectural Review](#)

Packt Publishing Ltd

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets About This Book Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games Learn Qt with the help of many sample games introduced step-by-step in each chapter Who This Book Is For If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory. What You Will Learn Install Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt

Graphics View Build multiplayer games or add a chat function to your games with Qt's Network module Script your game with Qt Script Program resolution-independent and fluid UI using QML and Qt Quick Control your game flow as per the sensors of a mobile device See how to test and debug your game easily with Qt Creator and Qt Test In Detail Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core

concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have. Style and approach This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

The Mining and Engineering Review and Electrician

Packt Publishing Ltd
Master OpenFlow concepts to improve and make your projects efficient with the help of Software-Defined

Networking. About This Book Master the required platforms and tools to build network applications with OpenFlow Get to grips with the updated OpenFlow and build robust SDN-based solutions An end-to-end thorough overview of open-source switches, controllers, and tools Who This Book Is For If you are a network/system administrator or a system engineer and would like to implement OpenFlow concepts and take Software-Defined Networking on your projects to the next level, then this book is for you. If you are aware of broad networking concepts, and are familiar with the day-to-day operation of computer networks, you will find this book very beneficial. What You Will Learn Explore Software-Defined Networking and activities around SDN/OpenFlow including OpenFlow messages Hardware and software implementations of OpenFlow switches and experiment with Mininet GUI Learn about the role of OpenFlow in cloud computing by configuring and setting up the Neutron and Floodlight OpenFlow controller plugins Simulate and test utilities, and familiarize

yourself with OpenFlow soft switches, controllers, virtualization, and orchestration tools Enhance and build environments for Net App development by installing VM's and tools such as Mininet and Wireshark Learn about hardware and software switches and get a feel for active open-source projects around SDN and OpenFlow In Detail OpenFlow paves the way for an open, centrally programmable structure, thereby accelerating the effectiveness of Software-Defined Networking. Software-Defined Networking with OpenFlow, Second Edition takes you through the product cycle and gives you an in-depth description of the components and options that are available at each stage. The aim of this book is to help you implement OpenFlow concepts and improve Software-Defined Networking on your projects. You will begin by learning about building blocks and OpenFlow messages such as controller-to-switch and symmetric and asynchronous messages. Next, this book will take you through OpenFlow controllers and their

existing implementations followed by network application development. Key topics include the basic environment setup, the Neutron and Floodlight OpenFlow controller, XORPlus OF13SoftSwitch, enterprise and affordable switches such as the Zodiac FX and HP2920. By the end of this book, you will be able to implement OpenFlow concepts and improve Software-Defined Networking in your projects. Style and approach This book is an easy-to-follow and pragmatic guide networking. Each topic adopts a logical approach and provides hints to help you build and deliver SDN Solutions efficiently. *Gas Review Packt Publishing Ltd* Highly recommended by bestselling author Marshall Goldsmith The secret to giving better feedback isn't what we say - it's what others hear. Too often, people hear about a past they can't control, not a future they can. That changes with "feedforward" - a radical approach to sharing feedback that unleashes the performance and potential of everyone around us. From managers and coaches

trying to energize their teams, to teachers hoping to motivate their students, to parents looking to empower their children, people from all walks of life want others to hear what they have to say. Through a lively blend of stories and studies, *The Feedback Fix* shows them how by presenting a six-part REPAIR plan that spreads feedforward across boardrooms, classrooms, and even dining rooms. Even with drastic changes in how we work and live, the experiences we create for others - joy or fear, growth or decline, success or failure - still hang on the feedback we share. *The Feedback Fix* makes a compelling argument for getting what we want by giving others what they need - all while rebuilding the way we lead, learn, and live.

Closing the Feedback

Loop World Bank Publications

The promise of what Blockchain can offer businesses has evolved from a cryptocurrency payment gateway platform to something bigger and truly a game-changer. Blockchain can be a transformative technology for many businesses as it has the potential to drive a

distributed and decentralized way of re-imagining processes and business models. As an inter-organizational paradigm, Blockchain enables cooperation, collaboration, coordination, and communication between hitherto untrusted entities, unknown to each other. And, the best way to participate in this revolution is by being a part of a consortium of eco-system players. Joining a Blockchain consortium raises many questions in the minds of member organisations as this is a relatively new phenomenon. While searching for accurate, ground-level, unbiased and business-oriented information to answer the above questions, we realized that there is no single repository or detailed guide that gives complete information on the best practices of Blockchain consortiums. It was to address these lacunae that we put together this handbook for Blockchain practitioners and business leaders, to help them plan their participation in a holistic way – by cutting through the hype and focusing on the core value propositions that Blockchain consortiums

may unlock for their organizations.

The W.B.A. Review

Fodors Travel Publications Build, process and analyze large-scale graph data effectively with Spark About This Book Find solutions for every stage of data processing from loading and transforming graph data to Improve the scalability of your graphs with a variety of real-world applications with complete Scala code. A concise guide to processing large-scale networks with Apache Spark. Who This Book Is For This book is for data scientists and big data developers who want to learn the processing and analyzing graph datasets at scale. Basic programming experience with Scala is assumed. Basic knowledge of Spark is assumed. What You Will Learn Write, build and deploy Spark applications with the Scala Build Tool. Build and analyze large-scale network datasets Analyze and transform graphs using RDD and graph-specific operations Implement new custom graph operations tailored to specific needs. Develop iterative and efficient graph algorithms using message aggregation and Pregel abstraction Extract

subgraphs and use it to discover common clusters Analyze graph data and solve various data science problems using real-world datasets. In Detail Apache Spark is the next standard of open-source cluster-computing engine for processing big data. Many practical computing problems concern large graphs, like the Web graph and various social networks. The scale of these graphs - in some cases billions of vertices, trillions of edges - poses challenges to their efficient processing. Apache Spark GraphX API combines the advantages of both data-parallel and graph-parallel systems by efficiently expressing graph computation within the Spark data-parallel framework. This book will teach the user to do graphical programming in Apache Spark, apart from an explanation of the entire process of graphical data analysis. You will journey through the creation of graphs, its uses, its exploration and analysis and finally will also cover the conversion of graph elements into graph structures. This book begins with an introduction of the Spark system, its libraries and the Scala Build Tool. Using a hands-on approach, this

book will quickly teach you how to install and leverage Spark interactively on the command line and in a standalone Scala program. Then, it presents all the methods for building Spark graphs using illustrative network datasets. Next, it will walk you through the process of exploring, visualizing and analyzing different network characteristics. This book will also teach you how to transform raw datasets into a usable form. In addition, you will learn powerful operations that can be used to transform graph elements and graph structures. Furthermore, this book also teaches how to create custom graph operations that are tailored for specific needs with efficiency in mind. The later chapters of this book cover more advanced topics such as clustering graphs, implementing graph-parallel iterative algorithms and learning methods from graph data. Style and approach A step-by-step guide that will walk you through the key ideas and techniques for processing big graph data at scale, with practical examples that will ensure an overall understanding of the

concepts of Spark. Secular Review HowExpert Illustrate your data in a more interactive and interesting way using Tableau Public About This Book Learn the basics of creating visualizations with Tableau using this concise reference book Understand how to join and aggregate your data sources using Tableau It is a step by step guide that uses examples to help you understand the key concepts and feature of Tableau Public Who This Book Is For This book is targeted at investigative journalists and bloggers with an interest in making rich and interactive data visualizations. Intermediate Tableau Public users and organizations can also use this book as a reference guide and teaching aid. Members of the media team, such as data specialists, web developers, editors, producers, and managers can also benefit from an understanding of the structure and challenges of writing an interactive and interesting data visualization using Tableau Public. What You Will Learn Connect to various data sources and understand what data is appropriate for Tableau

Public Understand chart types and when to use specific chart types with different types of data Join and aggregate data for use in Tableau Public data stories Discover features of Tableau Public, from basic to advanced Involve calculations in Tableau Public Build geographic maps to bring context to data Create dashboards from one or more separate data visualizations Create filters and actions to allow greater interactivity to Tableau Public visualizations and dashboards Publish and embed Tableau visualizations and dashboards in articles In Detail Tableau Public is a very useful tool in anyone's data reporting toolbox that allows authors to add an interactive data element to any article. It allows investigative journalists and bloggers to tell a "data story", allowing others to explore your data visualization. The relative ease of Tableau Public visualization creation allows data stories to be developed rapidly. It allows readers to explore data associations in multiple-sourced public data, and uses state-of-the-art dashboard and chart

graphics to immerse the users in an interactive experience. This book offers investigative journalists, bloggers, and other data story tellers a rich discussion of visualization creation topics, features, and functions. This book allows data story tellers to quickly gain confidence in understanding and expanding their visualization-creation knowledge, and allows them to quickly create interesting, interactive data visualizations to

bring a richness and vibrancy to complex articles. The book takes you from basic concepts in visualization creation, like connecting to data sources, cleansing data, chart types, common functions, map creation, and publishing to the Web, to more advanced functions. It is a great overview and reference guide for beginner to intermediate Tableau Public data story tellers, and covers creation of Tableau Public

visualizations of varying complexities. Style and approach This book is a crisp, systematic, and tutorial-styled guide to building interactive Tableau visualizations. *The Missionary Review of the World*
[Game Programming Using Qt: Beginner's Guide](#)
[Practical Druggist and Pharmaceutical Review of Reviews](#)
[How To Self Publish](#)
[The Electrical Review](#)
Missionary Review of the World
The Single Tax Review