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Software Licensing Handbook Second Edition Format

Updated and expanded, this sixth edition is an essential resource for lawyers who work with clients and conduct business transactions in this area. The guide includes new chapters on types of licenses, software development agreements, and software development kits and application program interfaces. New and updated model forms are available on an accompanying website that you can access

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allowing you to customize for your own practice needs.

This updated 7th edition examines fundamental issues that both vendors and customers may confront in the negotiation of a software license and a cloud computing agreement, including related issues such as software development, professional services, maintenance and support. Included are four new chapters and 41 new forms, checklists, and policies. The cloud computing chapter has been expanded.

This book is a user manual for understanding and deployment of open source software

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licensing in business. Written for lawyers and businesspeople alike, it explains and analyzes open source licensing issues, and gives practical suggestions on how to deal with open source licensing in a business context. Including useful forms, information, and both technical and licensing background, this book will help you avoid legal pitfalls and educate your organization about the risks of open source.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to

write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no

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prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of

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automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your

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time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

*An Interprofessional Approach
A Practical Approach to
Enhancing Organizational
Performance*

*Learning C# by Programming
Games*

*The Definitive Guide
Software Licenses and
Technology Services*

*Agreements for Lawyers and
Businesspeople*

Build Your Skills. Build Your

*Network. Build the Future of
Technology.*

*Essential Tools for Working with
Data*

***Providing insight into the
background, theory and
practical applications of
Universal Design for
Learning (UDL),
Transforming Higher
Education through
Universal Design for
Learning: An
International Perspective
examines and shares best
practice in UDL
implementation
worldwide to provide
strategies for***

strengthening student accessibility, engagement and learning outcomes through the development of flexible learning environments. Drawing upon insightful, research-based contributions from educators and student service specialists in Australia, Belgium, Brazil, Canada, Ireland, Israel, Norway, South Africa, Spain, the UK and all across the USA, this book: considers diversity in the form of disability, minority ethnic groups, gender identities, first

generation university students and varying socio-economic backgrounds; brings together key thinkers and actors in the field of UDL and expertly maps its practices to the higher educational domain; explores the multiple means of representation, expression and engagement that combine to create a successful UDL framework. Each chapter not only provides a different perspective of how UDL has helped meet the needs of all students

to ensure that education is accessible, culturally responsive and socially just, but also considers how this can then be implemented into higher education environments the world over. This book is a crucial read for those who want to make a positive difference in higher education provision and outcomes. This text provides the most up-to-date information on evidence-based practice, the concepts underlying evidence-based practice,

and implementing evidence into the rehabilitation practice. This text is organized by the steps of the process of evidence-based practice--introduction to evidence-based practice, finding the evidence, assessing the evidence, and using the evidence. The Software Licensing Handbook leads you through the twists and turns of the language found in almost all software, maintenance and professional services contracts. Plain English

explanations of standard contract wording enables anyone to understand what you are reading, regardless of whether you are buying OR selling software. Additionally, sections on negotiation and contract management enable you to fully understand, appreciate and if necessary, implement a complete contracting process. The Tech Contracts Handbook is a practical and accessible reference book and training manual on IT contracts. This is a

clause-by-clause "how to" guide on software licenses and technology services agreements, covering the issues at stake and offering negotiation tips and sample contract language. This handbook is written for both lawyers and businesspeople, including contract managers, procurement officers, corporate counsel, salespeople, and anyone else responsible for getting IT deals done. Perhaps most important, this book uses simple

English, as any good contract should. Topics covered include:

***.Software as a service (SaaS) and cloud computing agreements
.Warranties .Indemnities
.Open source software
.Service level agreements
.Nondisclosure agreements .Limitations of liability .Internet and e-commerce contracts
.Software escrow .Data security .Copyright licensing .And much more"***

***Evidence-based
Rehabilitation***

***Forge Your Future with
Open Source
The Tech Contracts
Handbook
A Modern Introduction to
Programming
Software Agreements
Line by Line
R for Data Science
A Practical Guide to
Software Licensing for
Licensees and Licensors***

Once treated as the absence of knowledge, ignorance today has become a highly influential topic in its own right, commanding growing attention across the natural and social sciences where a

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wide range of scholars have begun to explore the social life and political issues involved in the distribution and strategic use of not knowing. The field is growing fast and this handbook reflects this interdisciplinary field of study by drawing contributions from economics, sociology, history, philosophy, cultural studies, anthropology, feminist studies, and related fields in order to serve as a seminal guide to the political, legal and social uses of ignorance in social and political life. Chapter 33

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Would you rather get a root canal than face a group of strangers? Does the phrase "working a room" make you want to retreat to yours? Devora Zack, an avowed introvert and successful consultant who gives

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presentations to thousands of people at dozens of events annually, feels your pain. She found that other networking books assume that to succeed, you have to act like an extrovert. Not at all. There is another way. Zack politely examines and then smashes to tiny fragments the “dusty old rules” of standard networking advice. She shows how the very traits that make many people hate networking can be harnessed to forge an approach more effective and user-friendly than traditional techniques.

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This edition adds new material on applying networking principles in personal situations, handling interview questions, following up—what do you do with all those business cards?—and more.

Networking enables you to accomplish the goals that are most important to you. But you can't adopt a style that goes against who you are—and you don't have to. As Zack writes, "You do not succeed by denying your natural temperament; you succeed by working with your strengths."

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You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular

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expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to:

- * Create and delete files, directories, and symlinks
- * Administer your system, including networking, package installation, and process management
- * Use standard

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input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

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How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a

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basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (<http://www.natureofcode.com>),

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the examples run in the browser via Processing's JavaScript mode.

Networking for People Who Hate Networking, Second Edition

The Tech Indemnities Pocket Guide

Analyses and Model Forms

A Practical Guide to Their Development and Use

Software License

Management Study Guide

Software Licensing

Handbook: Second Edition

A new edition of this practical guide for clinicians who are

developing tools to measure subjective states, attitudes, or non-tangible outcomes in their patients, suitable for those who have no knowledge of statistics. Covering a range of skills and systems, this title prepares you for work in technology-filled clinical field. It includes topics such as clinical decision support, clinical documentation, provider order entry systems, system implementation, adoption issues, and more.

Software Licensing Handbook: Second Edition
Software Licensing Handbook
Licensing Handbook
Licensing Handbook
Heather Meeker's Open Source for Business is a practical, readable guide to help businesspeople, engineers, and lawyers understand open source software licensing. Based on the author's twenty years as an attorney working at the crossroads of intellectual property and technology, this guide explains the legal and technical principles

behind open source licensing so you can make the right decisions for your business. It offers tips on using open source, contributing to open source projects, and releasing your own open source software. You'll also get access to quick-reference tables on the major open source licenses, plus forms and checklists you can use to promote compliance. In this book, you will learn . . .

- * Why open source is not a "virus"**
- * What the GPL is and how to handle**

**it * When and how to
conduct open source
audits * What a user-
friendly open source
policy looks like * How to
avoid and respond to
open source enforcement
claims * How to use open
source to fight patent
infringement claims *
How to manage
trademarks for open
source products
LexisNexis Practice
Guide: Illinois Personal
Injury Litigation
How to Design Programs,
second edition
Routledge International**

**Handbook of Ignorance
Studies
Health Measurement
Scales
Software Licensing, Cloud
Computing Agreements,
Open Source, and
Internet Terms of Use
Practical Programming
for Total Beginners
Theory and Practice**

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools.

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Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use:

- IPython and Jupyter: provide computational environments for data scientists
- Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays
- Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data
- Python Matplotlib: includes capabilities for a flexible range of data visualizations
- Python Scikit-Learn: for efficient and

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clean Python implementations of the most important and established machine learning algorithms

This comprehensive overview describes solutions to prevent manipulation, and offers suggestions for adapting contracts to meet the needs of the user. Essential for those selling and buying software.

Learn how to use R to turn raw data into insight, knowledge, and understanding.

This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun.

Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results.

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You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way.

You'll learn how to: **Wrangle**—transform your datasets into a form convenient for analysis **Program**—learn powerful R tools for solving data problems with greater clarity and ease **Explore**—examine your data, generate hypotheses, and quickly test them **Model**—provide a low-dimensional summary that captures true "signals" in your dataset **Communicate**—learn R Markdown for integrating prose, code, and results

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This

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introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the

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whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

Import, Tidy, Transform, Visualize, and Model Data

SSH, The Secure Shell

The Practical Guide to Software Licensing and Cloud Computing

The Linux Command Line

Cloud Computing

Automate the Boring Stuff with Python,

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2nd Edition
Occupational Outlook Handbook
LexisNexis Practice Guide: Illinois
Personal Injury Litigation brings
the success of the LexisNexis
Practice Guide series to the Illinois
practitioner. The 14-chapter
publication provides comprehensive
coverage of the most significant
topics facing the personal injury
practitioner, provides a clear
summary of key issues and cases on
the topics, and provides helpful
cross-references to additional
resources for the practitioner who
needs to delve more deeply into a
topic. This publication is affordably
priced and updated every year.
Despite the increase of high-profile

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hacks, record-breaking data leaks, and ransomware attacks, many organizations don't have the budget to establish or outsource an information security (InfoSec) program, forcing them to learn on the job. For companies obliged to improvise, this pragmatic guide provides a security-101 handbook with steps, tools, processes, and ideas to help you drive maximum-security improvement at little or no cost. Each chapter in this book provides step-by-step instructions for dealing with a specific issue, including breaches and disasters, compliance, network infrastructure and password management, vulnerability scanning, and

penetration testing, among others. Network engineers, system administrators, and security professionals will learn tools and techniques to help improve security in sensible, manageable chunks. Learn fundamentals of starting or redesigning an InfoSec program Create a base set of policies, standards, and procedures Plan and design incident response, disaster recovery, compliance, and physical security Bolster Microsoft and Unix systems, network infrastructure, and password management Use segmentation practices and designs to compartmentalize your network Explore automated process and

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tools for vulnerability management
Securely develop code to reduce
exploitable errors Understand basic
penetration testing concepts
through purple teaming Delve into
IDS, IPS, SOC, logging, and
monitoring

Describes the legal implications of
open source and free software
licensing and provides an
explanation of what an open source
software license actually is, and
how to draft one for personal use.
Developing computer games is a
perfect way to learn how to
program in modern programming
languages. This book teaches how
to program in C# through the
creation of computer games – and

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without requiring any previous programming experience. Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development. Starting with a simple shooting game, the authors move on to

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puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This

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second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient

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“Quick Reference” boxes, which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course. Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises.

Kentucky Unemployment
Compensation Laws and

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Regulations

Transforming Higher Education

Through Universal Design for

Learning

Eloquent JavaScript

Health Informatics

Defensive Security Handbook

Best Practices for commercial use

of open source software

Software Licensing Handbook

Free and open source is the foundation of software development, and it's built by people just like you. Discover the fundamental tenets that drive the movement. Take control of your career by selecting the

right project to meet your professional goals.

Master the language and avoid the pitfalls that typically ensnare new contributors. Join a community of like-minded people and change the world. Programmers, writers, designers, and everyone interested in software will make their mark through free and open source software contributions. Free and open source software is the default choice for the programming languages and technologies which

run our world today, and it's all built and maintained by people just like you. No matter your skill level or area of expertise, with this book you will contribute to free and open source software projects. Using this practical approach you'll understand not only the mechanics of contributing, but also how doing so helps your career as well as the community. This book doesn't assume that you're a programmer, or even that you have prior

experience with free and open source software. Learn what open source is, where it came from, and why it's important. Start on the right foot by mastering the structure and tools you need before you contribute. Choose the right project for you, amplifying the impact of your contribution. Submit your first contribution, whether it's code, writing, design, or community organising. Find out what to do when things don't go the way

you expect. Discover how to start your own project and make it friendly and welcoming to contributors. Anyone can contribute! Make your mark today and help others while also helping yourself.

Are you serious about network security? Then check out SSH, the Secure Shell, which provides key-based authentication and transparent encryption for your network connections. It's reliable, robust, and reasonably

easy to use, and both free and commercial implementations are widely available for most operating systems. While it doesn't solve every privacy and security problem, SSH eliminates several of them very effectively. Everything you want to know about SSH is in our second edition of SSH, The Secure Shell: The Definitive Guide. This updated book thoroughly covers the latest SSH-2 protocol for system administrators and end

users interested in using this increasingly popular TCP/IP-based solution. How does it work? Whenever data is sent to the network, SSH automatically encrypts it. When data reaches its intended recipient, SSH decrypts it. The result is "transparent" encryption—users can work normally, unaware that their communications are already encrypted. SSH supports secure file transfer between computers, secure remote logins, and a

unique "tunneling" capability that adds encryption to otherwise insecure network applications. With SSH, users can freely navigate the Internet, and system administrators can secure their networks or perform remote administration. Written for a wide, technical audience, SSH, The Secure Shell: The Definitive Guide covers several implementations of SSH for different operating systems and computing environments. Whether you're an

individual running Linux machines at home, a corporate network administrator with thousands of users, or a PC/Mac owner who just wants a secure way to telnet or transfer files between machines, our indispensable guide has you covered. It starts with simple installation and use of SSH, and works its way to in-depth case studies on large, sensitive computer networks. No matter where or how you're shipping information,

***SSH, The Secure Shell:
The Definitive Guide will
show you how to do it
securely.***

***Kentucky Unemployment
Compensation Laws and
Regulation, 2015 Edition
is a concise guide
featuring the statutes
and regulations that
govern unemployment
compensation in
Kentucky. This is a handy
reference for Kentucky
general practitioners and
employment specialists
alike. The eBook versions
of this title feature links
to Lexis Advance for***

further legal research options.

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in

combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data

types, and binding variables and then move on to more advanced concepts, such as:

- **Ownership and borrowing, lifetimes, and traits**
- **Using Rust's memory safety guarantees to build fast, safe programs**
- **Testing, error handling, and effective refactoring**
- **Generics, smart pointers, multithreading, trait objects, and advanced pattern matching**
- **Using Cargo, Rust's built-in package manager, to build, test, and document**

your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded

***chapter on modules, and
appendixes on Rust
development tools and
editions.***

The Nature of Code

The Open Source

Alternative

Python Data Science

Handbook

A Field Guide for

Introverts, the

Overwhelmed, and the

Underconnected

A Practical Guide to Open

Source Software

Licensing - Third Edition

An International

Perspective

A Practical Approach to

Information Age Contracts in a Global Setting

A simple 58-page guide to indemnity terms, from the author of ABA's bestseller, *The Tech Contracts Handbook*. Avoid the misunderstandings, mistakes, and delays common to indemnities in software licenses and cloud computing agreements. This practical e-book is ideal for both lawyers and businesspeople. It's accessible, clear, and precise, like a good contract. This new edition of this bestselling guide offers an integrated approach to process improvement that delivers quick and substantial results in quality and productivity in diverse settings. The authors explore their Model for Improvement that worked with

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international improvement efforts at multinational companies as well as in different industries such as healthcare and public agencies. This edition includes new information that shows how to accelerate improvement by spreading changes across multiple sites. The book presents a practical tool kit of ideas, examples, and applications.

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By

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immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to:

- Understand the essential elements of programming: syntax, control, and data
 - Use object-oriented and functional programming techniques to organize and clarify your programs
 - Script the browser and make basic Web applications
 - Work with tools like regular expressions and XMLHttpRequest objects
- And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your

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guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web. This new Second Edition updates its first edition published in 2005 by examining the fundamental issues that both licensors and licensees confront in the negotiation of a software license. This resource is accompanied by and cross-referenced to an annotated software license. A detailed index and companion CD-ROM is also included for customization of the software license and related forms. How to Understand and Change Software Licenses and Contracts to Fit Your Needs

Linux Essentials

Open (Source) for Business

Understanding Open Source and Free

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Software Licensing

Understanding Risks and Leveraging Opportunities

Open Source for Business

A Complete Introduction

Heather Meeker's *Open Source for Business* is a practical, readable guide to help businesspeople, engineers, and lawyers understand open source software licensing. Based on the author's twenty years as an attorney working at the crossroads of intellectual property and technology, this guide explains the legal and technical principles behind open source licensing so you can make the right decisions for your business. It offers tips on using open source, contributing to open source projects, and releasing your own open source software. You'll also get access to quick-reference tables on the major

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open source licenses, plus forms and checklists you can use to promote compliance. In this book, you will learn . . .

- Why open source is not a "virus"
- What the GPL is and how to handle it
- When and how to conduct open source audits
- What a user-friendly open source policy looks like
- How to avoid and respond to open source enforcement claims
- How to use open source to fight patent infringement claims
- How to manage trademarks for open source products

Learn Linux, and take your career to the next level! Linux Essentials, 2nd Edition provides a solid foundation of knowledge for anyone considering a career in information technology, for anyone new to the Linux operating system, and for anyone who is preparing to sit for the Linux Essentials Exam. Through this engaging

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resource, you can access key information in a learning-by-doing style. Hands-on tutorials and end-of-chapter exercises and review questions lead you in both learning and applying new information—information that will help you achieve your goals! With the experience provided in this compelling reference, you can sit down for the Linux Essentials Exam with confidence. An open source operating system, Linux is a UNIX-based platform that is freely updated by developers. The nature of its development means that Linux is a low-cost and secure alternative to other operating systems, and is used in many different IT environments. Passing the Linux Essentials Exam prepares you to apply your knowledge regarding this operating system within

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the workforce. Access lessons that are organized by task, allowing you to quickly identify the topics you are looking for and navigate the comprehensive information presented by the book Discover the basics of the Linux operating system, including distributions, types of open source applications, freeware, licensing, operations, navigation, and more Explore command functions, including navigating the command line, turning commands into scripts, and more Identify and create user types, users, and groups Linux Essentials, 2nd Edition is a critical resource for anyone starting a career in IT or anyone new to the Linux operating system. Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a

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discussion of parallel computing and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and

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OpenVMS System Management Guide, Second Edition, the most complete book on the topic, details for system administrators the tools, technologies, and techniques by which they can configure, maintain, and tune computers running Hewlett-Packard's high-performance OpenVMS operating system. Revised by a topical authority and a principal OpenVMS engineer,

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the book enables system administrators to perform more efficiently and effectively those everyday tasks critical to an OpenVMS system. Examples have been updated to include OpenVMS/VAX 7.3 and OpenVMS/Alpha 7.3-1. OpenVMS administration best practices and utilities System management strategies that support business objectives Updated references to latest HP documents and other WWW resources New chapter summarizing software installation New appendix to help the hobbyist get started Indemnities in Software and Other IT Contracts for Lawyers and Businesspeople An Introduction to Programming and Computing Best Practices for Securing Infrastructure

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A Guide to Practice

OpenVMS System Management
Guide

The Rust Programming Language
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