

Max Player Nokia 305

Flash MX 2004 ActionScript Bible
Digital First
Nordic Larp
Software-Defined Radio for Engineers
PC Mag
The Oxford Handbook of Interactive Audio
Programming Persistent Memory
Marketing Management, 2nd Edition
The Future X Network
Capital as Power
Halliday's Introduction to Functional Grammar
Sustainable Business Models
The Power of the 2 x 2 Matrix
Toward a Ludic Architecture
Multinational Enterprises and the Global Economy
Video Games Around the World
How to Invest in Structured Products
Mobile Web Services
IoT Fundamentals
23 Things They Don't Tell You about Capitalism
Global Value Chains and World Trade
Sustainable Energy
The Leadership Challenge
The Symbian OS Architecture Sourcebook
Knowledge Societies
EU Copyright Law
Contemporary Strategy Analysis Text Only
PC Magazine
Mobile Messaging Technologies and Services
Kitab Excel 2010
The Healthy Organization
Finland and National Liberation in Southern Africa
Media Piracy in Emerging Economies
World Investment Report
Learning and Expanding with Activity Theory
Head First Java
Patent Remedies and Complex Products
The Global Smartphone
Basic Economics
A Vision Splendid

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Comprehending as without difficulty as conformity even more than supplementary will manage to

pay for each success. neighboring to, the message as well as keenness of this Max Player Nokia 305 can be taken as competently as picked to act.

2004-04-28 Robert Reinhardt Provides in-depth information to the more than one million Flash developers who want to take their animations to the next level using sophisticated interaction and data-driven content Flash ActionScript is an object-oriented scripting language used with Flash that allows the designer to control a movie in non-linear fashion, create sophisticated interactivity, control elements on the stage, collect and track input from the movie viewer, and exchange and manipulate data from external sources The most comprehensive Flash ActionScript guide available, cowritten by Robert Reinhardt, coauthor of Macromedia Flash MX 2004 Bible (0-7645-4303-2) Published to coincide with the release of Flash "X," the newest version of this widely used Web development tool

2023-06-14 Surbhi Dahiya India has the second largest number of Internet users in the world today. In response to this twenty-first century wave of rapid Internet growth and usage, journalism in India is now mainly digital. Challenging the existing forms of print legacies and old media networks are a number of digital media startups that have fuelled and radically altered consumption of information by providing different and innovative forms of content strategies and distribution strategies. These include profit-based content startups, aggregation-based startups, and non-profit startups. Digital First uses a longitudinal case study approach to analyze key digital media startups in the Indian journalism industry today: notably, The Print, The Wire, The Citizen, NewsLaundry, ScoopWhoop, PARI, InShorts, Youth ki Awaaz, Scroll.in, Khabar Lahariya, AltNews, The Logical Indian among others. These organizations represent different strategies, approaches, and ideologies. The book discusses ways in which these startups began, and have grown, their organizational structures and policies, and their varied business models. 2010

2018-04-30 Alexander M. Wyglinski Based on the popular Artech House classic, Digital Communication Systems Engineering with

Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

2007-08-21 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

2014 Karen Collins What does it mean to interact with sound? How does interactivity alter our experience as creators and listeners? What does the future hold for interactive musical and sonic experiences? This book answers these questions with newly-commissioned chapters that explore the full range of interactive audio in games, performance, design, and practice.

2020-01-09 Steve Scargall Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers

great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

2011 Arun Kumar & N. Meenakshi Marketing is

a way of doing business. It is all pervasive, a part of everyone's job description. Marketing is an expression of a company's character, and is a responsibility that necessarily belongs to the whole company and everyone in it.

2016-02-10 Marcus K. Weldon We are at the dawn of an era in networking that has the potential to define a new phase of human existence. This era will be shaped by the digitization and connection of everything and everyone with the goal of automating much of life, effectively creating time by maximizing the efficiency of everything we do and augmenting our intelligence with knowledge that expedites and optimizes decision-making and everyday routines and processes. The Future X Network: A Bell Labs Perspective outlines how Bell Labs sees this future unfolding and the key technological breakthroughs needed at both the architectural and systems levels. Each chapter of the book is dedicated to a major area of change and the network and systems innovation required to realize the technological revolution that will be the essential product of this new digital future.

2009-06-02 Jonathan Nitzan Conventional theories of capitalism are mired in a deep crisis: after centuries of debate, they are still unable to tell us what capital is. Liberals and Marxists both think of capital as an 'economic' entity that they count in universal units of 'utils' or 'abstract labour', respectively. But these units are totally fictitious. Nobody has ever been able to observe or measure them, and for a good reason: they don't exist. Since liberalism and Marxism depend on these non-existing units, their theories hang in suspension. They cannot explain the process that matters most - the accumulation of capital. This book offers a radical alternative. According to the authors, capital is not a narrow economic entity, but a symbolic quantification of power. It has little to do with utility or abstract labour, and it extends far beyond machines and production lines. Capital, the authors claim, represents the organized power of dominant capital groups to reshape - or creorder - their society. Written in simple language, accessible to lay readers and experts alike, the book develops a novel political economy. It takes the reader through the history, assumptions and limitations of

mainstream economics and its associated theories of politics. It examines the evolution of Marxist thinking on accumulation and the state. And it articulates an innovative theory of 'capital as power' and a new history of the 'capitalist mode of power'.

2013-09-11 M.A.K. Halliday Fully updated and revised, this fourth edition of Halliday's Introduction to Functional Grammar explains the principles of systemic functional grammar, enabling the reader to understand and apply them in any context. Halliday's innovative approach of engaging with grammar through discourse has become a worldwide phenomenon in linguistics. Updates to the new edition include: Recent uses of systemic functional linguistics to provide further guidance for students, scholars and researchers More on the ecology of grammar, illustrating how each major system serves to realise a semantic system A systematic indexing and classification of examples More from corpora, thus allowing for easy access to data Halliday's Introduction to Functional Grammar, Fourth Edition, is the standard reference text for systemic functional linguistics and an ideal introduction for students and scholars interested in the relation between grammar, meaning and discourse.

2019-01-25 Adam Jabłoński This book is a printed edition of the Special Issue "Sustainable Business Models" that was published in Sustainability

2011-03-23 Alex Lowy By studying the work of hundreds of the most original and effective business minds, the authors present a common architecture that illuminates exceptional analysis and creative performance. 2 x 2 Thinking is characterized by a fundamental appreciation for the dynamic and complex nature of business. The best strategists go out of their way to tackle dilemmas rather than merely solve problems. They use opposition, creative tension, iteration and transcendence to get to the heart of issues and involve critical others in finding the best solutions. The authors demonstrate how to apply the 2 x 2 approach to a wide range of important business challenges.

2010 Steffen P. Walz "Toward a Ludic Architecture" is a pioneering publication, architecturally framing play and games as human practices in and of space. Filling the gap

in literature, Steffen P. Walz considers game design theory and practice alongside architectural theory and practice, asking: how are play and games architected? What kind of architecture do they produce and in what way does architecture program play and games? What kind of architecture could be produced by playing and gameplaying?

2008-01-01 John H. Dunning For many years to come this volume. . . is surely going to be the ultimate reference work on international business. . . thanks to Dunning and Lundan, have at their disposal, a wealth of relevant data, as well as theoretical and empirical analyses, which will enable them to assess the capabilities, contributions and challenges posed by the multinational enterprises to the global economy. Seev Hirsch, International Business Review Multinational Enterprises and the Global Economy has become a classic in international business. . . Yet , the book s second edition is even better than the first, in part because of Professor Dunning s wise decision to choose Dr Lundan as his co-author and to draw upon her deep knowledge of various strands of research on business government relations and the societal effects of firm behaviour. . . In addition to being a remarkably useful reference book, Multinational Enterprises and the Global Economy is the first book any IB doctoral student should read to understand the significance and richness of IB scholarship as it has developed over the past 50 years. Alain Verbeke, Journal of International Business Studies The second edition of Multinational Enterprises and the Global Economy provides unparalleled coverage not only of the literature relevant to IB research but also of the evolution of IB in the world economy. Dunning and Lundan offer powerful insights into the societal effects of MNEs and the role of business government relations in the IB context. Journal of International Business Studies This wonderful book offers the definitive synthesis of the modern literature on the economic aspects of international business. It is encyclopedic yet full of incisive insights. It is a creative masterpiece which unbundles the DNA of the multinational enterprise and shows how it is the cornerstone of the field of international business. Alan M. Rugman, University of Reading, UK The rise of

the multinational enterprise, and the consequent globalisation of the world economy, was arguably the single most important phenomenon of the second half of the twentieth century. This magisterial book, written by two leading authorities, examines this phenomenon in depth. It explains how foreign investment by multinationals diffused advanced technologies and novel management methods, driving productivity growth in Europe, Asia and North America; however, economic inequalities were reinforced as rich countries attracted more foreign investment than poor ones. This new edition of a classic work is not only an authoritative guide to contemporary multinational business, but a major historical resource for the future. Mark Casson, University of Reading, UK

This thoroughly updated and revised edition of a widely acclaimed, classic text will be required reading for academics, policymakers and advanced students of international business worldwide. Employing a distinctive and unified framework, this book draws together research across a range of academic fields to offer a synthesis of the determinants of MNE activity, and its effects on the economic and social well-being of developed and developing countries. Unique to the new edition is its focus on the institutional underpinnings of the resources and capabilities of MNEs, and the role of MNE activity in transmitting and facilitating institutional change. Since the initial publication of this book more than a decade ago, the economic, managerial and social implications of globalisation and technological advancement have become even more varied and prominent. Accompanying these developments, there has been a rise in scholarly interest in interdisciplinary research addressing the important challenges of an ever-changing physical and human environment. Drawing on articles and books from international business and economics, as well as economic geography, political economy and strategic management, a systematic overview of the developments in scholarly thinking is presented.

2015-05-01 Mark J. P. Wolf

Thirty-nine essays explore the vast diversity of video game history and culture across all the world's continents. Video games have become a global industry, and

their history spans dozens of national industries where foreign imports compete with domestic productions, legitimate industry contends with piracy, and national identity faces the global marketplace. This volume describes video game history and culture across every continent, with essays covering areas as disparate and far-flung as Argentina and Thailand, Hungary and Indonesia, Iran and Ireland. Most of the essays are written by natives of the countries they discuss, many of them game designers and founders of game companies, offering distinctively firsthand perspectives. Some of these national histories appear for the first time in English, and some for the first time in any language. Readers will learn, for example, about the rapid growth of mobile games in Africa; how a meat-packing company held the rights to import the Atari VCS 2600 into Mexico; and how the Indonesian MMORPG Nusantara Online reflects that country's cultural history and folklore. Every country or region's unique conditions provide the context that shapes its national industry; for example, the long history of computer science in the United Kingdom and Scandinavia, the problems of piracy in China, the PC Bangs of South Korea, or the Dutch industry's emphasis on serious games. As these essays demonstrate, local innovation and diversification thrive alongside productions and corporations with global aspirations.

Africa • Arab World • Argentina • Australia • Austria • Brazil • Canada • China • Colombia • Czech Republic • Finland • France • Germany • Hong Kong • Hungary • India • Indonesia • Iran • Ireland • Italy • Japan • Mexico • The Netherlands • New Zealand • Peru • Poland • Portugal • Russia • Scandinavia • Singapore • South Korea • Spain • Switzerland • Thailand • Turkey • United Kingdom • United States of America • Uruguay • Venezuela

2009-09-15 Andreas Bluemke

This book is essential in understanding, investing and risk managing the holy grail of investments - structured products. The book begins by introducing structured products by way of a basic guide so that readers will be able to understand a payoff graphic, read a termsheet or assess a payoff formula, before moving on to the key asset classes and their peculiarities. Readers will then move on to the more advanced

subjects such as structured products construction and behaviour during their lifetime. It also explains how to avoid important pitfalls in products across all asset classes, pitfalls that have led to huge losses over recent years, including detailed coverage of counterparty risk, the fall of Lehman Brothers and other key aspects of the financial crisis related to structured products. The second part of the book presents an original approach to implementing structured products in a portfolio. Key features include: A comprehensive list of factors an investor needs to take into consideration before investing. This makes it a great help to any buyer of structured products; Unbiased advice on product investments across several asset classes: equities, fixed income, foreign exchange and commodities; Guidance on how to implement structured products in a portfolio context; A comprehensive questionnaire that will help investors to define their own investment preferences, allowing for a greater precision when facing investment decisions; An original approach determining the typical distribution of returns for major product types, essential for product classification and optimal portfolio implementation purposes; Written in a fresh, clear and understandable style, with many figures illustrating the products and very little mathematics. This book will enable you to better comprehend the use of structured products in everyday banking, quickly analyzing a product, assessing which of your clients it suits, and recognizing its major pitfalls. You will be able to see the added value versus the cost of a product and if the payoff is compatible with the market expectations.

2007-01-11 Frederick Hirsch Mobile Web services offer new possibilities and extraordinary rewards for the mobile telecommunications market. Service-oriented architectures (SOAs) implemented with Web services are fundamentally changing business processes supported by distributed computing. These technologies bring forward the promise of services available at any time, in any place, and on any platform. Through mobile Web services, operators can offer new value-added services for their users, explore new business opportunities and increase revenue and customer retention. This expands the commercial

opportunities for developers to promote their applications and enables solutions that work seamlessly across computer and mobile environments. Mobile Web Services is a comprehensive, up-to-date and practical guide to adapting mobile Web services-based applications. The expert author team from Nokia explain in depth the software architecture and application development interfaces needed to develop solutions for these technologies. Mobile Web Services: Architecture and Implementation: Provides a complete and authoritative text on implementing mobile Web services. Describes the mobile Service-Oriented Architecture (SOA) concept. Covers the discovery, description and security of Web services. Explains how to use Simple Object Access Protocol (SOAP) in Web service messaging. Discusses the challenges and possibilities of mobile Web services, and gives case studies to illustrate the application of the technology. Presents the Nokia Mobile Web Services platform. Offers material on developing mobile Web service clients using C++ and Java. This text is essential reading for wireless Web architects, mobile application developers and programmers, software developers, technical officers and consultants, as well as advanced students in Computer Science and Electrical Engineering.

2017-05-30 David Hanes Today, billions of devices are Internet-connected, IoT standards and protocols are stabilizing, and technical professionals must increasingly solve real problems with IoT technologies. Now, five leading Cisco IoT experts present the first comprehensive, practical reference for making IoT work. IoT Fundamentals brings together knowledge previously available only in white papers, standards documents, and other hard-to-find sources—or nowhere at all. The authors begin with a high-level overview of IoT and introduce key concepts needed to successfully design IoT solutions. Next, they walk through each key technology, protocol, and technical building block that combine into complete IoT solutions. Building on these essentials, they present several detailed use cases, including manufacturing, energy, utilities, smart+connected cities, transportation, mining, and public safety. Whatever your role or existing infrastructure, you'll gain deep insight what IoT

applications can do, and what it takes to deliver them. Fully covers the principles and components of next-generation wireless networks built with Cisco IOT solutions such as IEEE 802.11 (Wi-Fi), IEEE 802.15.4-2015 (Mesh), and LoRaWAN Brings together real-world tips, insights, and best practices for designing and implementing next-generation wireless networks Presents start-to-finish configuration examples for common deployment scenarios Reflects the extensive first-hand experience of Cisco experts

2011 Ha-Joon Chang One of the world's most respected economists and author of the international bestseller "Bad Samaritans" equips readers with an understanding of how global capitalism works--and doesn't.

2014 René Antonio Hernández "Selection of original papers presented at the international conference 'Latin America's Prospects for Upgrading in Global Value Chains,' held on 14-15 March 2012, at Colegio de Mexico, Mexico City"--Title page vers

2009 David J. C. MacKay

2017-04-17 James M. Kouzes The most trusted source of leadership wisdom, updated to address today's realities The Leadership Challenge is the gold-standard manual for effective leadership, grounded in research and written by the premier authorities in the field. With deep insight into the complex interpersonal dynamics of the workplace, this book positions leadership both as a skill to be learned, and as a relationship that must be nurtured to reach its full potential. This new seventh edition has been revised to address current challenges, and includes more international examples and a laser focus on business issues; you'll learn how extraordinary leaders accomplish extraordinary things, and how to develop your leadership skills and style to deliver quality results every time. Engaging stories delve into the fundamental roles that great leaders fulfill, and simple frameworks provide a primer for those who seek continuous improvement; by internalizing key insights and putting concepts into action, you'll become a more effective, more impactful leader. A good leader gets things done; a great leader inspires, and achieves more. This book highlights the differences between good and great, and shows you how to bridge the chasm

between getting things done and making things happen. Gain deep insight into leadership's critical role in organizational health Navigate the shift toward team-oriented work relationships Motivate and inspire to break through the pervasive new cynicism Leverage the electronic global village to deliver better results Business is evolving at an increasingly rapid rate, and leaders must keep pace with the changes or risk stagnation. People work differently, are motivated differently, and have different expectations today—business as usual is quickly losing its effectiveness. The Leadership Challenge helps you stay current, relevant, and effective in the modern workplace.

2007-04-30 Ben Morris The current Symbian Press list focuses very much on the small scale features of Symbian OS in a programming context. The Architecture Sourcebook is different. It's not a how-to book, it's a 'what and why' book. And because it names names as it unwinds the design decisions which have shaped the OS, it is also a 'who' book. It will show where the OS came from, how it has evolved to be what it is, and provide a simple model for understanding what it is, how it is put together, and how to interface to it and work with it. It will also show why design decision were made, and will bring those decisions to life in the words of Symbian's key architects and developers, giving an insider feel to the book as it weaves the "inside story" around the architectural presentation. The book will describe the OS architecture in terms of the Symbian system model. It will show how the model breaks down the system into parts, what role the parts play in the system, how the parts are architected, what motivates their design, and how the design has evolved through the different releases of the system. Key system concepts will be described; design patterns will be explored and related to those from other operating systems. The unique features of Symbian OS will be highlighted and their motivation and evolution traced and described. The book will include a substantial reference section itemising the OS and its toolkit at component level and providing a reference entry for each component.

1998 Robin Mansell Revolutionary information and communication technologies are contributing to dramatic changes in the

competitiveness of global and local markets and in the way people conduct their business and everyday lives. The potential benefits and risks these changes present for developing countries and the economies in transition are enormous. This comprehensive, authoritative reference book examines the ways in which these powerful technologies are being harnessed to development goals, helping to reduce the risk of exclusion and create new opportunities for developing countries. The report emphasizes the urgency of developing new social and technological infrastructures to help ensure that new technologies are used effectively. It also offers guidelines and practical steps that can be taken by stakeholders to shape their future innovative knowledge societies.

2021-03-26 Irini Stamatoudi This significantly revised and updated second edition addresses the rapid development of EU copyright law in relation to the advancement of new technologies, the need for a borderless digital market and the considerable number of EU legal instruments enacted as a result. Taking a comparative approach, the Commentary provides comprehensive coverage and in-depth commentary on each of the EU legal instruments and policies, both from an EU and an international perspective. Alongside full legislative analysis and article-by-article commentary, the Commentary illustrates the underlying basic principles of free movement and non-discrimination and provides insights into the influence of copyright on other areas of EU policy, including telecoms and bilateral trade agreements.

2014-09-23 Robert M. Grant Robert M. Grant combines a highly accessible writing style with a concentration on the fundamentals of value creation and an emphasis on practicality in this leading strategy text. In this new edition, he includes an even greater focus on strategy implementation that reflects the needs of firms to reconcile scale economies with entrepreneurial flexibility, innovation with cost efficiency, and globalization with local responsiveness. This edition also incorporates some of the key strategic issues of today including: post-financial crisis adjustment, the continuing rise of China, India and Brazil, and the increased emphasis on ethics and

sustainability. Coverage is also provided on strategy in not-for-profit organizations. Contemporary Strategy Analysis, 8th Edition, is suitable for both MBA and advanced undergraduate students. It has been adopted by leading business schools all across the world. 2007

2005-07-08 Gwenaël Le Bodic Building on the success of the first edition, Mobile Messaging Technologies and Services offers extensive new and revised material based upon the latest research and industry developments. While early implementations targeted person-to-person messaging, MMS has now evolved to facilitate such requirements as the mass delivery of time-sensitive messages for content-to-person messaging. This Second Edition exploits the technical maturity of MMS as it is poised to generate a wealth of new business opportunities across the mobile communications sector. The author provides the fundamental technical background required for SMS, EMS and MMS, and supports this with industry cutting-edge developments. ● Contains a revised section on the fundamentals of MMS, including an updated section on GPRS to explain current commercial implementations such as GRX applications. ● Presents the latest developments in MMS standardization, including the design of synchronized multimedia integration language (SMIL) presentations, Digital Rights Management (DRM), transcoding techniques, postcard service and support of advanced multimedia formats. ● Describes the processes for standardizing telecommunications services and technologies (3GPP, OMA, GSM Association, IETF and W3C). ● Provides updated sections on SMS, EMS and heavily revised coverage of the developments in MMS, including MMS interworking and the forthcoming MMS version 1.3. This resource will be invaluable for application developers, manufacturers, operators and content providers involved in the design and deployment of messaging services. It will also be of interest to practitioners involved in the process of standardizing telecommunications services and technologies. Postgraduate students and researchers will benefit from having access to state-of-the-art findings backed by numerous illustrative real-world examples. Includes a companion website

featuring information on relevant standards, available phones and developers' resources.

Johar Arifin

2005-12-03 Brian Dive Despite the huge volume of research on organizational design, ranging from the work of management gurus and journalists to that of sociologists and behavioural scientists, most organizations remain profoundly unhealthy. In this fully updated 2nd edition of *The Healthy Organization*, Brian Dive reveals that the unhealthy features of both large and small organizations all stem from the same source, namely the lack of true decision-making accountability (DMA), and he introduces a totally new approach to leadership development. Based on the author's experience at Unilever and Tesco, and more recently at Amersham, B&Q and Marks & Spencer, and covering research in over 50 countries, *The Healthy Organization* answers the recurring questions that dog an organization's development: How many people should there be in this organization? How many layers of hierarchy are necessary? What are the most effective professional development steps for employees? What career paths should individuals follow to reach fulfilment? By following the steps outlined in the book, Brian Dive reveals that healthy organizational management will lead to greater competitiveness, spark innovation and increase employee empowerment and commitment.

1999 Iina Soiri Finland's special characteristics as a Nordic, non-aligned welfare state gave it the resources and motivation to support liberation movements - in spite of restrictions arising from trade interests and a reluctance to jeopardise the country's neutral image. The study shows that, although it is not an easy task, in a democracy ordinary, dedicated people can, over time, influence political decision making at its most closed and guarded area, foreign politics.

2011 Joe Karaganis

1996 United Nations

2009-08-17 Annalisa Sannino This book is a collection about cultural-historical activity theory as it has been developed and applied by Yrjö Engeström. The work of Engeström is both rooted in the legacy of Vygotsky and Leont'ev and focuses on current research concerns that are related to learning and development in work

practices. His publications cross various disciplines and develop intermediate theoretical tools to deal with empirical questions. In this volume, Engeström's work is used as a springboard to reflect on the question of the use, appropriation, and further development of the classic heritage within activity theory. The book is structured as a discussion among senior scholars, including Y. Engeström himself. The work of the authors pushes on classical activity theory to address pressing issues and critical contradictions in local practices and larger social systems.

2005-02-09 Kathy Sierra Learning a complex new language is no easy task especially when it is an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If

you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

2019-06-27 C. Bradford Biddle Through a collaboration among twenty legal scholars from North America, Europe and Asia, this book presents an international consensus on the use of patent remedies for complex products such as smartphones, computer networks, and the Internet of Things. This title is also available as Open Access on Cambridge Core.

2021-05-06 Daniel Miller The smartphone is often literally right in front of our nose, so you would think we would know what it is. But do we? To find out, 11 anthropologists each spent 16 months living in communities in Africa, Asia, Europe and South America, focusing on the take up of smartphones by older people. Their research reveals that smartphones are technology for everyone, not just for the young. The Global Smartphone presents a series of original perspectives deriving from this global and comparative research project. Smartphones have become as much a place within which we live as a device we use to provide 'perpetual opportunism', as they are always with us. The authors show how the smartphone is more than an 'app device' and explore differences between what people say about smartphones and how they use them. The smartphone is

unprecedented in the degree to which we can transform it. As a result, it quickly assimilates personal values. In order to comprehend it, we must take into consideration a range of national and cultural nuances, such as visual communication in China and Japan, mobile money in Cameroon and Uganda, and access to health information in Chile and Ireland - all alongside diverse trajectories of ageing in Al Quds, Brazil and Italy. Only then can we know what a smartphone is and understand its consequences for people's lives around the world.

2014-12-02 Thomas Sowell The bestselling citizen's guide to economics Basic Economics is a citizen's guide to economics, written for those who want to understand how the economy works but have no interest in jargon or equations. Bestselling economist Thomas Sowell explains the general principles underlying different economic systems: capitalist, socialist, feudal, and so on. In readable language, he shows how to critique economic policies in terms of the incentives they create, rather than the goals they proclaim. With clear explanations of the entire field, from rent control and the rise and fall of businesses to the international balance of payments, this is the first book for anyone who wishes to understand how the economy functions. This fifth edition includes a new chapter explaining the reasons for large differences of wealth and income between nations. Drawing on lively examples from around the world and from centuries of history, Sowell explains basic economic principles for the general public in plain English.

2017-10-09 Graeme Philipson A comprehensive narrative history of the Australian computer industry, from the earliest analogue machines through to the present day.