

Fifty Quick Ideas To Improve Your User Stories

The Communication Book: 44 Ideas for Better Conversations Every Day
Mastering the Craft of Writing
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The Big Book of Conflict Resolution
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Bridging the Communication Gap

The Communication Book: 44 Ideas for Better Conversations Every Day

The New York Times and Wall Street Journal bestseller, based on the principle that little, everyday decisions will either take you to the life you desire or to disaster by default. No gimmicks. No Hyperbole. No Magic Bullet. The Compound Effect is a distillation of the fundamental principles that have guided the most phenomenal achievements in business, relationships, and beyond. This easy-to-use, step-by-step operating system allows you to multiply your success, chart your progress, and achieve any desire. If you're serious about living an extraordinary life, use the power of The Compound Effect to create the success you want. You will find strategies including: How to win--every time! The No. 1 strategy to achieve any goal and triumph over any competitor, even if they're smarter, more talented or more experienced. Eradicating your bad habits (some you might be unaware of!) that are derailing your progress. The real, lasting keys to motivation--how to get yourself to do things you don't feel like doing. Capturing the elusive, awesome force of momentum. Catch this, and you'll be unstoppable. The acceleration secrets of superachievers. Do they have an unfair advantage? Yes they do, and now you can too!

Mastering the Craft of Writing

Bridging the Communication Gap is a book about improving communication between customers, business analysts, developers and testers on software projects, especially by using specification by example and agile acceptance testing. These two key emerging software development practices can significantly improve the chances of success of a software project. They ensure that all project participants speak the same language, and build a shared and consistent understanding of the domain. This leads to better specifications, flushes out incorrect assumptions and ensures that functional gaps are discovered before the

development starts. With these practices in place you can build software that is genuinely fit for purpose.

Lean from the Trenches

Summary BDD in Action teaches you the Behavior-Driven Development model and shows you how to integrate it into your existing development process. First you'll learn how to apply BDD to requirements analysis to define features that focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't write good software if you don't understand what it's supposed to do. Behavior-Driven Development (BDD) encourages teams to use conversation and concrete examples to build up a shared understanding of how an application should work and which features really matter. With an emerging body of best practices and sophisticated new tools that assist in requirement analysis and test automation, BDD has become a hot, mainstream practice. About the Book BDD in Action teaches you BDD principles and practices and shows you how to integrate them into your existing development process, no matter what language you use. First, you'll apply BDD to requirements analysis so you can focus your development efforts on underlying business goals. Then, you'll discover how to automate acceptance criteria and use tests to guide and report on the development process. Along the way, you'll apply BDD principles at the coding level to write more maintainable and better documented code. No prior experience with BDD is required. What's Inside BDD theory and practice How BDD will affect your team BDD for acceptance, integration, and unit testing Examples in Java, .NET, JavaScript, and more Reporting and living documentation About the Author John Ferguson Smart is a specialist in BDD, automated testing, and software lifecycle development optimization. Table of Contents PART 1: FIRST STEPS Building software that makes a difference BDD—the whirlwind tour PART 2: WHAT DO I WANT? DEFINING REQUIREMENTS USING BDD Understanding the business goals: Feature Injection and related techniques Defining and illustrating features From examples to executable specifications Automating the scenarios PART 3: HOW DO I BUILD IT? CODING THE BDD WAY From executable specifications to rock-solid automated acceptance tests Automating acceptance criteria for the UI layer Automating acceptance criteria for non-UI requirements BDD and unit testing PART 4: TAKING BDD FURTHER Living Documentation: reporting and project management BDD in the build process

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration

Describes a method of effectively specifying, testing, and delivering software, covering such topics as documentation, process patterns, and automation, along with case studies from a variety of firms.

The Compound Effect

User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

50 5-Minute Fixes to Improve Your Riding

Practical tutorial for software developers and architects building applications for the modern cloud, using AWS Lambda and AWS SAM.

Humans Vs Computers

This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's inside?

Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant

who works with ambitious teams to improve the quality of their software products and processes. Gojko's book *Specification by Example* was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

Yes!

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. *The Big Book of Conflict-Resolution Games* offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let *The Big Book of Conflict-Resolution Games* help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in *The Big Book of Conflict-Resolution Games* delivers everything you need to make your workplace more efficient, effective, and engaged.

The Brand You 50 (Reinventing Work)

Build resilient applied machine learning teams that deliver better data products through adapting the guiding principles of the Agile Manifesto. Bringing together talented people to create a great applied machine learning team is no small feat. With developers and data scientists both contributing expertise in their respective fields, communication alone can be a challenge. *Agile Machine Learning* teaches you how to deliver superior data products through agile processes and to learn, by example, how to organize and manage a fast-paced team challenged with solving novel data problems at scale, in a production environment. The authors' approach models the ground-breaking engineering principles described in the Agile Manifesto. The book provides further context, and contrasts the original principles with the requirements of systems that deliver a data product. What You'll Learn Effectively run a data engineering team that is metrics-focused, experiment-focused, and data-focused Make sound implementation and model exploration decisions based on the data and the metrics Know the importance of data wallowing: analyzing data in real time in a group setting Recognize the value of always being able to measure your current state objectively Understand data literacy, a key attribute of a reliable data engineer, from definitions to expectations Who This Book Is For Anyone who manages a machine learning team, or is responsible for creating production-ready inference components. Anyone

responsible for data project workflow of sampling data; labeling, training, testing, improving, and maintaining models; and system and data metrics will also find this book useful. Readers should be familiar with software engineering and understand the basics of machine learning and working with data.

Teach Your Child to Read in 100 Easy Lessons

"Kanban is becoming a popular way to visualize and limit work-in-progress in software development and information technology work. Teams around the world are adding Kanban around their existing processes to catalyze cultural change and deliver better business agility. David J. Anderson pioneered the Kanban Method. Hear how this happened and what you can do to succeed using Kanban."--Publisher's website.

Explore It!

It's time to start feeling good about yourself! In this go-to guide, a licensed professional counselor offers 50 quick tips and tools to help you overcome self-doubt, silence your inner critic, be assertive, boost your self-esteem, and embrace your greatness. In our image-obsessed world, it's easy to compare yourself to friends, celebrities, and models. Social media has skewed our perception of reality by only offering images of people at their best. But the truth is that most people struggle with self-criticism and self-doubt—at least some of the time. So, how can you stop paying attention to your inner critic and start focusing on what makes you truly great? In *Embrace Your Greatness*, you'll find powerful—yet incredibly simple—tools grounded in mindfulness, acceptance, self-compassion, and positive psychology to help you start feeling good about yourself. The book includes unique and engaging activities and exercises to help you put a stop to that nagging inner critic, overcome perfectionism, and develop lasting self-confidence. You'll also discover ways to be more assertive, develop healthy relationships that support a healthy you, and cultivate an unshakable sense of optimism about yourself and your life. If you need a quick confidence boost, this fun guide offers 50 ways to nix your nagging inner critic and start loving who you are.

Literacy Strategies for Improving Mathematics Instruction

What company doesn't want energized workers, delighted customers, genuine efficiency, and breakthrough innovation? The *Lean Mindset* shows how lean companies really work—and how a lean mindset is the key to creating stunning products and delivering amazing services. Through cutting-edge research and case studies from leading organizations, including Spotify, Ericsson, Intuit, GE Healthcare, Pixar, CareerBuilder, and Intel, you'll discover proven patterns for developing that mindset. You'll see how to cultivate product teams that act like successful startups, create the kind of efficiency that attracts customers, and leverage the talents of bright, creative people. The Poppendiecks weave lean principles throughout this book, just as those principles must be woven throughout the fabric of your truly lean organization. Learn How To Start with an inspiring purpose, and overcome the curse of short-term thinking Energize teams by providing well-framed challenges, larger purposes, and a direct line of sight

between their work and the achievement of those purposes Delight customers by gaining unprecedented insight into their real needs, and building products and services that fully anticipate those needs Achieve authentic, sustainable efficiency without layoffs, rock-bottom cost focus, or totalitarian work systems Develop breakthrough innovations by moving beyond predictability to experimentation, beyond globalization to decentralization, beyond productivity to impact Lean approaches to software development have moved from novelty to widespread use, in large part due to the principles taught by Mary and Tom Poppendieck in their pioneering books. Now, in *The Lean Mindset*, the Poppendiecks take the next step, looking at a company where multidiscipline teams are expected to ask the right questions, solve the right problems, and deliver solutions that customers love.

Impact Mapping

Have you ever thought why every workout you have ever done stopped at the neck? Or wondered why traditional yoga calms the mind, tones the body but forgets the face? Are you looking for a natural way to look and feel younger and healthier? Danielle Collins, TV's Face Yoga Expert, believes we should all have the opportunity to look and feel the very best we can for our age and to care for our face, body and mind using natural and holistic techniques. Her method requires just 5 minutes a day and could not be easier to get started. Integrating practical facial exercises with inspirational lifestyle tips, including diet and skincare, Danielle Collins' Face Yoga is a revolutionary new programme to help you achieve healthier, firmer, glowing skin..

Fifty Mice

This book is made for students of English as a Second or Foreign Language. Learning another language is never fast, but the Fifty Ways to Practice series will speed things up by showing you how to practice more efficiently and effectively both inside and outside the classroom. These books can be used by beginners and advanced students alike. You will learn 50 ways to practice and improve writing - both with pen and paper and typing. By applying these methods, you will write more, write faster, and write more correct and more interesting papers and letters. You do not need to be living in an English-speaking country or be currently taking an English class to use this book. However, students who are already in a class can also use this book to improve their writing more quickly and easily. You do not need to have English-speaking friends or acquaintances to write to or even any idea of what to write about. This book will provide those ideas. When you are done with this book, why not write and tell us how you liked it?

BDD in Action

What if a man is placed in the Federal Witness Protection Program against his will? And doesn't even know what he supposedly knows that merits a new name, a new identity, a new life? Jay Johnson is an Average Joe, a thirty-something guy with a job in telephone sales, a regular pick-up basketball game, and a devoted girlfriend he seems ready to marry. But one weekday afternoon, he's abducted on a Los Angeles Metro train, tranquilized, interrogated, and his paper trail obliterated.

What did he see, what terrible crime—or criminal—is he keeping secret? It must be something awfully big. The trouble is, Jay has no clue. Furious and helpless, and convinced that the government has made a colossal mistake, Jay is involuntarily relocated to a community on Catalina Island—which turns out to be inhabited mainly by other protected witnesses. Isolated in a world of strangers, Jay begins to realize that only way out is through the twisted maze of lies and unreliable memories swirling through his own mind. If he can locate—or invent—a repressed memory that might satisfy the Feds, maybe he can make it back to the mainland and his wonderful, even if monotonous, life. Set in a noir contemporary L.A. and environs, *Fifty Mice* is a Hitchcockian thriller as surreal and mysterious as a Kafka nightmare. Chilling, paranoid, and thoroughly original, it will have readers grasping to distinguish what is real and what only seems that way.

User Story Mapping

You know the Agile and Lean development buzzwords, you've read the books. But when systems need a serious overhaul, you need to see how it works in real life, with real situations and people. *Lean from the Trenches* is all about actual practice. Every key point is illustrated with a photo or diagram, and anecdotes bring you inside the project as you discover why and how one organization modernized its workplace in record time. *Lean from the Trenches* is all about actual practice. Find out how the Swedish police combined XP, Scrum, and Kanban in a 60-person project. From start to finish, you'll see how to deliver a successful product using Lean principles. We start with an organization in desperate need of a new way of doing things and finish with a group of sixty, all working in sync to develop a scalable, complex system. You'll walk through the project step by step, from customer engagement, to the daily "cocktail party," version control, bug tracking, and release. In this honest look at what works--and what doesn't--you'll find out how to: Make quality everyone's business, not just the testers. Keep everyone moving in the same direction without micromanagement. Use simple and powerful metrics to aid in planning and process improvement. Balance between low-level feature focus and high-level system focus. You'll be ready to jump into the trenches and streamline your own development process.

50 Ways to Improve Student Behavior

Humans vs Computers is a book about people caught between wrong assumptions and computer bugs. You'll read about humans who are invisible to computers, how a default password once caused a zombie apocalypse and why airlines sometimes give away free tickets. This is also a book on how to prevent, avoid and reduce the impact of such problems. Our lives are increasingly tracked, monitored and categorised by software, driving a flood of information into the vast sea of big data. In this brave new world, humans can't cope with information overload. Governments and companies alike rely on computers to automatically detect fraud, predict behaviour and enforce laws. Inflexible automatons, barely smarter than a fridge, now make life-changing decisions. Clever marketing tricks us into believing that phones, TV sets and even cars are somehow smart. Yet all those computer systems were created by people - people who are well-meaning but fallible and biased, clever but forgetful, and who have grand plans but are pressed for time. Digitising a piece of work doesn't mean there will be no mistakes, but

instead guarantees that when mistakes happen, they'll run at a massive scale. The next time you bang your head against a digital wall, the stories in this book will help you understand better what's going on and show you where to look for problems. If nothing else, when it seems as if you're under a black-magic spell, these stories will at least allow you to see the lighter side of the binary chaos. For people involved in software delivery, this book will help you find more empathy for people suffering from our mistakes, and discover heuristics to use during analysis, development or testing to make your software less error prone. About the author Gojko Adzic is a partner at Neuri Consulting LLP, winner of the 2016 European Software Testing Outstanding Achievement Award, and the 2011 Most Influential Agile Testing Professional Award. Gojko's book Specification by Example won the Jolt Award for the best book of 2012, and his blog won the UK Agile Award for the best online publication in 2010. Gojko is a frequent keynote speaker at leading software development conferences and one of the authors of MindMup and Claudia.js. As a consultant, Gojko has helped companies around the world improve their software delivery, from some of the largest financial institutions to small innovative startups.

Fifty Quick Ideas to Improve Your Retrospectives

Uncover surprises, risks, and potentially serious bugs with exploratory testing. Rather than designing all tests in advance, explorers design and execute small, rapid experiments, using what they learned from the last little experiment to inform the next. Learn essential skills of a master explorer, including how to analyze software to discover key points of vulnerability, how to design experiments on the fly, how to hone your observation skills, and how to focus your efforts. Software is full of surprises. No matter how careful or skilled you are, when you create software it can behave differently than you intended. Exploratory testing mitigates those risks. Part 1 introduces the core, essential skills of a master explorer. You'll learn to craft charters to guide your exploration, to observe what's really happening (hint: it's harder than it sounds), to identify interesting variations, and to determine what expected behavior should be when exercising software in unexpected ways. Part 2 builds on that foundation. You'll learn how to explore by varying interactions, sequences, data, timing, and configurations. Along the way you'll see how to incorporate analysis techniques like state modeling, data modeling, and defining context diagrams into your explorer's arsenal. Part 3 brings the techniques back into the context of a software project. You'll apply the skills and techniques in a variety of contexts and integrate exploration into the development cycle from the very beginning. You can apply the techniques in this book to any kind of software. Whether you work on embedded systems, Web applications, desktop applications, APIs, or something else, you'll find this book contains a wealth of concrete and practical advice about exploring your software to discover its capabilities, limitations, and risks.

Fifty Ways to Practice Writing

Provides teachers with classroom-proven ways to prepare students to be successful math learners by teaching the vocabulary and comprehension skills needed to understand mathematics.

Writing Effective User Stories

Make Every Word Memorable! To be remembered for your words, you need to write with skill and style. Whether you're crafting a novel, composing an e-mail, or creating a technical report, *Mastering the Craft of Writing* presents 52 practical techniques to improve your prose. Spend a week with each technique, or use this book as a go-to reference. Either way, you'll have the tools to enliven your writing and delight your readers.

- Write with economy: Eliminate wordiness, use strong verbs to drive your sentences, and don't trust modifiers.
- Write with emphasis: Use punctuation for effect, structure sentences and paragraphs for coherency and flow, and employ repetition to make your point.
- Write with distinction: Use your imagination to create the unexpected, add a light-hearted touch to your writing, and go beyond clarity to eloquence and grace.

With exercises, entertaining asides, and a wealth of useful information, *Mastering the Craft of Writing* is an invaluable resource for any writer. Once you master these techniques, you'll want to use them in everything you write.

The Principal 50

Jack the Ripper and legacy codebases have more in common than you'd think. Inspired by forensic psychology methods, you'll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that's constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixes ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you'll learn forensic psychology techniques to successfully maintain your software. You'll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You'll also measure the effectiveness of your code improvements. You'll learn how to apply these techniques on projects both large and small. For small projects, you'll get new insights into your design and how well the code fits your ideas. For large projects, you'll identify the good and the fragile parts. Large-scale development is also a social activity, and the team's dynamics influence code quality. That's why this book shows you how to uncover social biases when analyzing the evolution of your system. You'll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you'll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code!

What You Need: You need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

Fifty Quick Ideas to Improve Your User Stories

Learn how small changes can make a big difference in your powers of persuasion with this New York Times bestselling introduction to fifty scientifically proven

techniques for increasing your persuasive powers in business and life. Every day we face the challenge of persuading others to do what we want. But what makes people say yes to our requests? Persuasion is not only an art, it is also a science, and researchers who study it have uncovered a series of hidden rules for moving people in your direction. Based on more than sixty years of research into the psychology of persuasion, *Yes!* reveals fifty simple but remarkably effective strategies that will make you much more persuasive at work and in your personal life, too. Cowritten by the world's most quoted expert on influence, Professor Robert Cialdini, *Yes!* presents dozens of surprising discoveries from the science of persuasion in short, enjoyable, and insightful chapters that you can apply immediately to become a more effective persuader. Often counterintuitive, the findings presented in *Yes!* will steer you away from common pitfalls while empowering you with little known but proven wisdom. Whether you are in advertising, marketing, management, on sales, or just curious about how to be more influential in everyday life, *Yes!* shows how making small, scientifically proven changes to your approach can have a dramatic effect on your persuasive powers.

The Lean Mindset

In this thoughtful guide for novice and veteran educators alike, Baruti K. Kafele takes readers on a reflective journey designed to reignite their passion for teaching. Kafele's 50 questions and penetrating insights reveal how you can - Inspire students of all racial, ethnic, and socioeconomic backgrounds to strive for academic excellence; - Develop strong relationships with students, their parents, and the greater community; - Address the challenges and promises presented by millennial learners; and - Boost your motivation and excitement about teaching despite entrenched obstacles and daily frustrations. Replete with ideas for strengthening your practice and investing in student success, this book is an indispensable companion for teachers who want to give their absolute best in the classroom at all times and under all circumstances. Baruti K. Kafele is a highly regarded teacher, administrator, and speaker and is the author of several books, including *The Principal 50: Critical Leadership Questions for Inspiring Schoolwide Excellence*.

Kanban

Describes the state of postwar development policy in Africa that has channeled billions of dollars in aid but failed to either reduce poverty or increase growth, offering a hopeful vision of how to address the problem.

Product Roadmaps Relunched

A step-by-step program that shows parents, simply and clearly, how to teach their child to read in just 20 minutes a day.

Sing 6-7-8!

This book is for cross-functional teams working in an iterative delivery

environment, planning with user stories and testing frequently changing software under tough time pressure. This book will help you test your software better, easier and faster. Many of these ideas also help teams engage their business stakeholders better in defining key expectations and improve the quality of their software products.

Hold'em Wisdom For All Players

Michael Goldhaber, writing in Wired, said, "If there is nothing very special about your work, no matter how hard you apply yourself you won't get noticed and that increasingly means you won't get paid much either. In times past you could be obscure yet secure -- now that's much harder." Again: the white collar job as now configured is doomed. Soon. ("Downsizing" in the nineties will look like small change.) So what's the trick? There's only one: distinction. Or as we call it, turning yourself into a brand . . . Brand You. A brand is nothing more than a sign of distinction. Right? Nike. Starbucks. Martha Stewart. The point (again): that's not the way we've thought about white collar workers--ourselves--over the past century. The "bureaucrat" on the finance staff is de facto faceless, plugging away, passing papers. But now, in our view, she is born again, transformed from bureaucrat to the new star. She works in a professional service firm and works on projects that she'll be able to brag about years from now. I call her/him the New American Professional, CEO of Me Inc. (even if Me Inc. is currently on someone's payroll) and, of course, of Brand You. Step #1 in the model was the organization . . . a department turned into PSF 1.0. Step #2 is the individual . . . reborn as Brand You. In 50 essential points, Tom Peters shows how to be committed to your craft, choose the right projects, how to improve networking, why you need to think fun is cool, and why it's important to piss some people off. He will enable you to turn yourself into an important and distinctive commodity. In short, he will show you how to turn yourself into . . . Brand You. See also the other 50List titles in the Reinventing Work series by Tom Peters -- The Project50 and The Professional Service Firm50 -- for additional information on how to make an impact in the professional world.

Running Serverless

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Agile Machine Learning

"Why do I lead?" With this deceptively simple question, best-selling author Baruti K. Kafele begins a powerful examination of what it takes to make a school community achieve the greatest success in the classroom and beyond. In The

Principal 50: Critical Leadership Questions for Inspiring Schoolwide Excellence, Kafele, a veteran school administrator, guides motivated school leaders through 50 self-reflection exercises designed to yield a deeper understanding of the meaning behind the work that they do. Along with many other insights, this book shows how best to • Inspire and motivate students, teachers, and other school staff to approach their work with vigor and purpose; • Ensure that all students, regardless of color, creed, or origin, are valued and represented in the school culture; • Focus mission and vision statements to address students' most critical needs and integrate shared values and objectives into the fabric of the school; and • Engage parents and other community members so that they feel a stake in the school's success. Brimming with passion, written from the heart, and informed by hard-earned experience, this transformative book is essential reading for principals and other building-level administrators determined to reinvigorate their practice, revitalize their staff, and--most importantly--guarantee the strongest outcomes for students.

The Professional Product Owner

(Choral). The adolescent years can be a challenge for any choir director, but this practical handbook by Roger Emerson provides an engaging and witty approach to working with these young singers. Ideal for experienced educators and those new to the field, this text is full of creative ideas and solid solutions in an easy-to-read question and answer format. The fifty topics include recruiting, the adolescent voice, choral tone, classroom management, budgets, choral balance and blend, sight-reading, repertoire, programming, incorporating pop music into the choral program, working with your administrators and colleagues, parent and community relations, helpful recommended resources and much more!

Lessons Learned in Software Testing

Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, Lessons Learned in Software Testing speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Specification by Example

5 minutes a day is all the time you need to achieve: • Better balance in the saddle

- Improved body control from head to toe
- Increased influence with your seat
- Flawless leg position and subtle aiding
- Quieter, softer hands and contact your horse can trust
- Less physical stiffness, tension, and riding-related pain
- Confidence in your ability to communicate with your horse! PLUS, in just 5 minutes you can improve a horse that's:
- Unwilling to go forward or "dead" to the leg
- Hollow-backed, high-headed, or above the bit
- Heavy on the forehand and unbalanced
- A chronic "puller," "leaner," or "head-tosser"! Start or end your riding sessions with Wendy Murdoch's 5-Minute Fixes, and you'll be amazed how quickly you can replace old habits with new ones, get out of your "riding rut," and transform what you can't do into what you can do...naturally, capably, comfortably, and consistently alongside a happy riding partner—your horse.

Fifty Quick Ideas to Improve Your Tests

WHAT IS THIS BOOK ABOUT? This Book Is About the “Card” (User Story: Card, Criteria, Conversation) User Stories are a great method for expressing stakeholder requirements, whether your projects follow an Agile, Iterative, or a Waterfall methodology. They are the basis for developers to deliver a suitable information technology (IT) app or application. Well-structured user stories express a single action to achieve a specific goal from the perspective of a single role. When writing user stories, stakeholders knowledgeable about the role should focus on the business result that the IT solution will enable while leaving technology decisions up to the developers. Good user stories are relevant to the project, unambiguous, and understandable to knowledge peers. The best user stories also contain crucial non-functional (quality) requirements, which are the best weapon in the war against unsatisfactory performance in IT solutions. This book presents two common user story structures to help you ensure that your user stories have all the required components and that they express the true business need as succinctly as possible. It offers five simple rules to ensure that your user stories are the best that they can be. That, in turn, will reduce the amount of time needed in user story elaboration and discussion with the development team. This book targets business professionals who are involved with an IT project, Product Owners in charge of managing a backlog, or Business Analysts working with an Agile team.

Author’s Note The term “User Story” is a relative new addition to our language and its definition is evolving. In today’s parlance, a complete User Story has three primary components, namely the “Card”, the “Conversation”, and the “Criteria”. Different roles are responsible for creating each component. The “Card” expresses a business need. A representative of the business community is responsible for expressing the business need. Historically (and for practical reasons) the “Card” is the User Story from the perspective of the business community. Since we wrote this book specifically to address that audience, we use the term “User Story” in that context throughout. The “Conversation” is an ongoing discussion between a developer responsible for creating software that meets the business need and the domain expert(s) who defined it (e.g., the original author of the “Card”). The developer initiates the “Conversation” with the domain expert(s) to define the “Criteria” and any additional information the developer needs to create the application. There is much to be written about both the “Conversation” and the “Criteria”, but neither component is dealt with in any detail in this publication. A well-written User Story (“Card”) can drastically reduce the time needed for the “Conversation”. It reduces misinterpretations, misunderstandings, and false starts,

thereby paving the way for faster delivery of working software. We chose to limit the content of this publication to the “User Story” as understood by the business community to keep the book focused and address the widest possible audience. WHO WILL BENEFIT FROM READING THIS BOOK? How organizations develop and deliver working software has changed significantly in recent years. Because the change was greatest in the developer community, many books and courses justifiably target that group. There is, however, an overlooked group of people essential to the development of software-as-an-asset that have been neglected. Many distinct roles or job titles in the business community perform business needs analysis for digital solutions. They include: - Product Owners - Business Analysts - Requirements Engineers - Test Developers - Business- and Customer-side Team Members - Agile Team Members - Subject Matter Experts (SME) - Project Leaders and Managers - Systems Analysts and Designers - AND “anyone wearing the business analysis hat”, meaning anyone responsible for defining a future IT solution TOM AND ANGELA’S (the authors) STORY Like all good IT stories, theirs started on a project many years ago. Tom was the super techie, Angela the super SME. They fought their way through the 3-year development of a new policy maintenance system for an insurance company. They vehemently disagreed on many aspects, but in the process discovered a fundamental truth about IT projects. The business community (Angela) should decide on the business needs while the technical team’s (Tom)’s job was to make the technology deliver what the business needed. Talk about a revolutionary idea! All that was left was learning how to communicate with each other without bloodshed to make the project a resounding success. Mission accomplished. They decided this epiphany was so important that the world needed to know about it. As a result, they made it their mission (and their passion) to share this ground-breaking concept with the rest of the world. To achieve that lofty goal, they married and began the mission that still defines their life. After over 30 years of living and working together 24x7x365, they are still wildly enthusiastic about helping the victims of technology learn how to ask for and get the digital (IT) solutions they need to do their jobs better. More importantly, they are more enthusiastically in love with each other than ever before!

Your Code as a Crime Scene

The Professional Product Owner’s Guide to Maximizing Value with Scrum “This book presents a method of communicating our desires, cogently, coherently, and with a minimum of fuss and bother.” —Ken Schwaber, Chairman & Founder, Scrum.org The role of the Product Owner is more crucial than ever. But it’s about much more than mechanics: it’s about taking accountability and refocusing on value as the primary objective of all you do. In The Professional Product Owner, two leading experts in successful Scrum product ownership show exactly how to do this. You’ll learn how to identify where value can be found, measure it, and maximize it throughout your entire product lifecycle. Drawing on their combined 40+ years of experience in using agile and Scrum in product management, Don McGreal and Ralph Jocham guide you through all facets of envisioning, emerging, and maturing a product using the Scrum framework. McGreal and Jocham discuss strategy, showing how to connect Vision, Value, and Validation in ROI-focused agile product management. They lay out Scrum best-practices for managing complexity and continuously delivering value, and they define the concrete practices and tools you can use to manage Product Backlogs and release plans, all with the goal of

making you a more successful Product Owner. Throughout, the authors share revealing personal experiences that illuminate obstacles to success and show how they can be overcome. Define success from the “outside in,” using external customer-driven measurements to guide development and maximize value. Bring empowerment and entrepreneurship to the Product Owner’s role, and align everyone behind a shared business model. Use Evidence-Based Management (EBMgt) to invest in the right places, make smarter decisions, and reduce risk. Effectively apply Scrum’s Product Owner role, artifacts, and events. Populate and manage Product Backlogs, and use just-in-time specifications. Plan and manage releases, improve transparency, and reduce technical debt. Scale your product, not your Scrum. Use Scrum to inject autonomy, mastery, and purpose into your product team’s work. Whatever your role in product management or agile development, this guide will help you deliver products that offer more value, more rapidly, and more often. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Danielle Collins' Face Yoga

Written to accompany *50 Ways to Improve Student Behavior: Simple Solutions to Complex Challenges* by Annette Breaux and Todd Whitaker, this Study Guide was written for the participants of seminars, book study groups, and other professional development events. This Study Guide serves as a roadmap to help you organize and work with your faculty study group. It provides assistance to staff developers, principals, team leaders, college professors, and other educational leaders who are working with teachers as they develop their professional skills.

Embrace Your Greatness

Mikael Krogerus and Roman Tschäppeler have tested the 44 most important communication theories and distilled them in book form, alongside clear and entertaining illustrations. Want better conversations? Ask open-ended questions that have no right or wrong answers—make your partner feel brilliant. Want better meetings? Ban smartphones, use a timer, and make everyone stand up. Want better business deals? Focus on the thing, rather than the person; on similarities, rather than differences; and on good outcomes, rather than perfect ones. Whether you want to present ideas more clearly, improve your small talk, or master the art of introspection, *The Communication Book* delivers, fusing theoretical knowledge and practical advice in a small but mighty package. With sections on work, the self, relationships and language, this book is indispensable for anyone who wants to improve what they say, and how they say it.

Dead Aid

Learn how to improve retrospectives and avoid stagnation, with fifty ideas designed to help you enhance and energise your continuous improvement effort. This book will help you get better outcomes from retrospectives and from any continuous improvement initiative. It will help you consider how best to prepare for retrospectives, generate innovative insights, achieve valuable outcomes, improve facilitation techniques, keep things fresh and maybe even how to have a bit of fun

whilst doing it. This book is for anyone who undertakes continuous improvement of any sort, especially those looking to get better outcomes from retrospectives, either as a participant, facilitator, coach or manager of teams. We include ideas for people with varying levels of experience. So, whether you are just getting started with Scrum and retrospectives, or a veteran of continuous improvement looking to fine-tune or get new ideas, or if your retrospectives have become a bit stale and need re-invigorating, there are ideas in here to support you.

The Teacher 50

A practical guide to impact mapping, a simple yet incredibly effective method for collaborative strategic planning that helps organizations make an impact with software.

How To Win Friends And Influence People

With an enduring grasp of human nature, Dale Carnegie's *How to Win Friends and Influence People* teaches his readers how to handle people without letting them feel manipulated, how to make people feel important without inspiring resentment, how win people over to your point of view without causing offence, and how to make a friend out of just about anyone. Published in 1937, Carnegie's *How to Win Friends and Influence People*, was originally written as a companion book to his lectures on how to be a good salesperson. However, what began as a basic sales primer, quickly exploded into an overnight success, eventually selling more than 15 million copies worldwide, and pioneering an entire genre of self-help and personal success books. HarperTorch brings great works of non-fiction and the dramatic arts to life in digital format, upholding the highest standards in ebook production and celebrating reading in all its forms. Look for more titles in the HarperTorch collection to build your digital library.

Bridging the Communication Gap

A good product roadmap is one of the most important and influential documents an organization can develop, publish, and continuously update. In fact, this one document can steer an entire organization when it comes to delivering on company strategy. This practical guide teaches you how to create an effective product roadmap, and demonstrates how to use the roadmap to align stakeholders and prioritize ideas and requests. With it, you'll learn to communicate how your products will make your customers and organization successful. Whether you're a product manager, product owner, business analyst, program manager, project manager, scrum master, lead developer, designer, development manager, entrepreneur, or business owner, this book will show you how to:

- Articulate an inspiring vision and goals for your product
- Prioritize ruthlessly and scientifically
- Protect against pursuing seemingly good ideas without evaluation and prioritization
- Ensure alignment with stakeholders
- Inspire loyalty and over-delivery from your team
- Get your sales team working with you instead of against you
- Bring a user and buyer-centric approach to planning and decision-making
- Anticipate opportunities and stay ahead of the game
- Publish a comprehensive roadmap without overcommitting

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)