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Make the most of R's extensive toolset R Projects For Dummies offers a unique learn-by-doing approach. You will increase the depth and breadth of your R skillset by completing a wide variety of projects. By using R's graphics, interactive, and machine learning tools, you'll learn to apply R's extensive capabilities in an array of scenarios. The depth of the project experience is unmatched by any other content online or in print. And you just might increase your statistics knowledge along the way, too! R is a free tool, and it's the basis of a huge amount of work in data science. It's taking the place of costly statistical software that sometimes takes a long time to learn. One reason is that you can use just a few R commands to create sophisticated analyses. Another is that easy-to-learn R graphics enable you make the results of those analyses available to a wide audience. This book will help you sharpen your skills by applying them in the context of projects with R, including dashboards, image processing, data reduction, mapping, and more. Appropriate for R users at all levels Helps R programmers plan and complete their own projects Focuses on R functions and packages Shows how to carry out complex analyses by just entering a few commands If you're brand new to R or just want to brush up on your skills, R Projects For Dummies will help you complete your projects with ease. The bestselling "bible" of project management In today's time-crunched, cost-conscious global business environment, tight project deadlines and stringent expectations are the norm. Now with 25 percent new and updated content, Project Management For Dummies introduces you to the principles of successful project management and shows you how to motivate any team to gain maximum productivity. You'll learn how to organize, estimate, and schedule projects efficiently and effectively. You'll also discover how to manage deliverables, issue changes, assess risks, maintain communications, and live up to expectations by making the most of the latest technology and software—and by avoiding common problems that can trip up even the best project managers. The latest information on measuring project management ROI and value to the organization (and customers) Managing Continuous Process Improvement Examples of formats used for different aspects of project management Managing distressed projects and managing multiple team projects Hierarchical decomposition and how it can dramatically improve the effectiveness of project planning and control The latest trend of embracing the use of social media to drive efficiency and improve socialization New information on managing and resolving conflicts that occur during a project Explanations of concepts tested in the PMP® certification exam with study tips and practices to help you pass Project Management For Dummies gives professionals like you everything you need to be successful project managers. (PMI, CAPM, PMP, and Project Management Professional are registered marks of the Project Management Institute, Inc.) Get the job done on time and within budget. Learn to: Increase your reading speed and comprehension Use speed techniques for any type of reading material Improve your silent reading skills Recall more of what you read The fun and easy way® to become a more efficient, effective reader! Want to read faster — and recall more of what you read? This practical, hands-on guide gives you the techniques you need to increase your reading speed and retention, whether you're reading books, e-mails, magazines, or even technical journals! You'll find reading aids and plenty of exercises to help you read faster and better comprehend the text. Yes, you can speed read — discover the skills you need to read quickly and effectively, break your bad reading habits, and take in more text at a glance Focus on the fundamentals — widen your vision span and see how to increase your comprehension, retention, and recall Advance your speed-reading skills — read blocks of text, heighten your concentration, and follow an author's thought patterns Zero in on key points — skim, scan, and pre-read to quickly locate the information you want Expand your vocabulary — recognize the most common words and phrases to help you move through the text more quickly Open the book and find: Tried-and-true techniques from The Reader's Edge® program How to assess your current reading level Tools and exercises to improve your reading skills Speed-reading fundamentals you must know Helpful lists of prefixes, suffixes, roots, and prime words A speed-reading progress worksheet Exercises for eye health and expanded reading vision Tips for making your speed-reading skills permanent No matter what you want to write, Scrivener makes it easier. Whether you're a planner, a seat-of-the-pants writer, or something in between, Scrivener provides tools for every stage of the writing process. Scrivener For Dummies walks you step-by-step through this popular writing software's best features. This friendly For Dummies guide starts with the basics, but even experienced scriveners will benefit from the helpful tips for getting more from their favourite writing software. Walks you through customizing project templates for your project needs Offers useful advice on compiling your project for print and e-book formats Helps you set up project and document targets and minimized distractions to keep you on track and on deadline Explains how to storyboard with the corkboard, create collections, and understand their value Shows you how to use automated backups to protect your hardwork along the way From idea inception to manuscript submission, Scrivener for Dummies makes it easier than ever to plan, write, organize, and revise your masterpiece in Scrivener. A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you're a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child's life, this fun book makes getting started with coding fun and easy! Build your electronics workbench—and begin creating fun electronics projects right away Packed with hundreds of diagrams and photographs, this book provides step-by-step instructions for experiments that show you how electronic components work, advice on choosing and using essential tools, and exciting projects you can build in 30 minutes or less. You'll get charged up as you transform theory into action in chapter after chapter! Circuit basics — learn what voltage is, where current flows (and doesn't flow), and how power is used in a circuit Critical components — discover how resistors, capacitors, inductors, diodes, and transistors control and shape electric current Versatile chips — find out how to use analog and digital integrated circuits to build complex projects with just a few parts Analyze circuits — understand the rules that govern current and voltage and learn how to apply them Safety tips — get a thorough grounding in how to protect yourself—and your electronics—from harm P.S. If you think this book seems familiar, you're probably right. The Dummies team updated the cover and design to give the book a fresh feel, but the content is the same as the

previous release of *Electronics For Dummies* (9781119117971). The book you see here shouldn't be considered a new or updated product. But if you're in the mood to learn something new, check out some of our other books. We're always writing about new topics! The definitive, easy-to-use guide to the popular BeagleBone board *BeagleBone For Dummies* is the definitive beginner's guide to using the popular BeagleBone board to learn electronics and programming. Unlike other books that require previous knowledge of electronics, Linux, and Python, this one assumes you know nothing at all, and guides you step-by-step throughout the process of getting acquainted with your BeagleBone Original or BeagleBone Black. You'll learn how to get set up, use the software, build the hardware, and code your projects, with plenty of examples to walk you through the process. You'll move carefully through your first BeagleBone project, then get ideas for branching out from there to create even better, more advanced programs. The BeagleBone is a tiny computer board – about the size of a credit card – that has all the capability of a desktop. Its affordability and ease of use has made it popular among hobbyists, hardware enthusiasts, and programmers alike, and it's time for you to join their ranks as you officially dive into the world of microcomputers. This book removes the guesswork from using the popular BeagleBone board and shows you how to get up and running in no time. Download the operating system and connect your BeagleBone Learn to navigate the desktop environment Start programming with Python and Bonescript Build your first project, and find plans for many more To learn BeagleBone, you could spend hours on the Internet and still never find the information you need, or you can get everything you need here. This book appeals to all new and inexperienced hobbyists, tinkerers, electronics gurus, hackers, budding programmers, engineers, and hardware geeks who want to learn how to get the most out of their powerful BeagleBone. Score your highest in Operations Management Operations management is an important skill for current and aspiring business leaders to develop and master. It deals with the design and management of products, processes, services, and supply chains. Operations management is a growing field and a required course for most undergraduate business majors and MBA candidates. Now, *Operations Management For Dummies* serves as an extremely resourceful aid for this difficult subject. Tracks to a typical course in operations management or operations strategy, and covers topics such as evaluating and measuring existing systems' performance and efficiency, materials management and product development, using tools like Six Sigma and Lean production, designing new, improved processes, and defining, planning, and controlling costs of projects. Clearly organizes and explains complex topics Serves as an supplement to your Operations Management textbooks Helps you score your highest in your Operations Management course Whether your aim is to earn an undergraduate degree in business or an MBA, *Operations Management For Dummies* is indispensable supplemental reading for your operations management course. These projects are fun to build and fun to use Make lights dance to music, play with radio remote control, or build your own metal detector Who says the Science Fair has to end? If you love building gadgets, this book belongs on your radar. Here are complete directions for building ten cool creations that involve light, sound, or vibrations -- a weird microphone, remote control gizmos, talking toys, and more, with full parts and tools lists, safety guidelines, and wiring schematics. Check out ten cool electronics projects, including * Chapter 8 -- Surfing the Radio Waves (how to make your own radio) * Chapter 9 -- Scary Pumpkins (crazy Halloween decorations that have sound, light, and movement) * Chapter 12 -- Hitting Paydirt with an Electronic Metal Detector (a project that can pay for itself) Discover how to * Handle electronic components safely * Read a circuit diagram * Troubleshoot circuits with a multimeter * Build light-activated gadgets * Set up a motion detector * Transform electromagnetic waves into sound Companion Web site * Go to www.dummies.com/go/electronicsprojectsfd * Explore new projects with other electronics hobbyists * Find additional information and project opportunities You've seen a few shows on TV, and working with wood looks like it could be quite entertaining and rewarding. After all, you get to create something that you can proudly display to your friends and family. But where and how do you begin to move from expressed interest to hands-on experience? *Woodworking For Dummies* shows you how your raw building materials stack up, with everything you wood need to know about hardwood, softwood, plywood, veneer wood, plain-sawn wood, rift-cut wood, quarter-sawn wood, solid wood, man-made wood, and more. This down-to-earth guide gives you the goods on how boards are made from trees and the characteristics of hardwood and softwood species, plus all the buzz on Gearing up with the right tools Putting safety first in your workshop Using adhesives and glue Working with wood joints Smoothing it out by sanding and filling Adding color with stains and paints Protecting your work with topcoats Whether you want to put together a simple plywood bookcase or an incredible solid oak dining table, *Woodworking For Dummies* can help you get organized as you craft your plans for a piece that'll reflect your personal touch. You'll discover how to Measure and mark your wood Distinguish among saw designs Choose and use sharpening tools Hone in on hot melt glue Speed things up with modern frame joints Get down to the nitty-gritty on nails Apply water-based polyurethanes This handy reference packs in essential information for the novice woodworker and some advanced tips and tricks to jumpstart any woodworker's existing skills. Includes detailed illustrations and how-to photos. Join the Raspberry revolution with these fun and easy Pi projects The Raspberry Pi has opened up a whole new world of innovation for everyone from hardware hackers and programmers to students, hobbyists, engineers, and beyond. Featuring a variety of hands-on projects, this easy-to-understand guide walks you through every step of the design process and will have you creating like a Raspberry Pi pro in no time. You'll learn how to prepare your workspace, assemble the necessary tools, work with test equipment, and find your way around the Raspberry Pi before moving on to a series of fun, lively projects that brings some power to your plain ol' Pi. Introduces Raspberry Pi basics and gives you a solid understanding of all the essentials you'll need to take on your first project Includes an array of fun and useful projects that show you how to do everything from creating a magic light wand to enhancing your designs with Lego sensors, installing and writing games for the RISC OS, building a transistor tester, and more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers and innovators of all ages Bring the power of Pi to your next cool creation with *Raspberry Pi Projects For Dummies!* Shows how to create online video for marketing, edit it properly, share it on popular sites like YouTube and Facebook, and use it in a successful campaign. Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi! Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it. The easy way to take control of project timelines, resources, budgets, and details Project manager, meet your new assistant! Once you discover *Project 2016* you'll be amazed at how efficient and effective the project management process can be. Written by an expert author who knows project management processes backward and forward, this friendly, hands-on guide shows you how to get started, enter tasks and estimate durations, work with resources and costs, fine-tune your schedule, set baselines, collect data, analyze progress, and keep your projects on track. How many times have you heard people in the office mutter under their breath, 'These projects never run on time?' Well, now they can! *Project 2016 For Dummies* shows you how to use the latest version of Microsoft Project to create realistic project timelines, make the most of available resources, keep on top of all those pesky details, and, finally, complete your project on time and on budget. Easy! Fully updated to reflect the latest software changes in Microsoft Project 2016 All-new case studies and examples highlight the relevance of key features of Microsoft Project 2016 Exposes the correlation between what project managers do and how Microsoft Project 2016 supports their work Covers working with calendars, using and sharing resources, budgeting, gathering and tracking data, and more If you're a time-pressured project manager looking to make your life—and your projects—easier, *Project 2016 For Dummies* shows you how to get things done! Bring your ideas to life with the latest Arduino hardware and software Arduino is an affordable and readily available hardware development platform based around an open source, programmable circuit board. You can combine this programmable chip with a variety of sensors and actuators to sense your environment around you and control lights, motors, and sound. This flexible and easy-to-use combination of hardware and software can be used to create interactive robots, product prototypes and electronic artwork, whether you're an artist, designer or tinkerer. *Arduino For Dummies* is a great

place to start if you want to find out about Arduino and make the most of its incredible capabilities. It helps you become familiar with Arduino and what it involves, and offers inspiration for completing new and exciting projects. • Covers the latest software and hardware currently on the market • Includes updated examples and circuit board diagrams in addition to new resource chapters • Offers simple examples to teach fundamentals needed to move onto more advanced topics • Helps you grasp what's possible with this fantastic little board Whether you're a teacher, student, programmer, hobbyist, hacker, engineer, designer, or scientist, get ready to learn the latest this new technology has to offer!

Your ultimate go-to project management bible *Perform Be Agile! Time-crunch! Right now, the business world has never moved so fast and project managers have never been so much in demand—the Project Management Institute has estimated that industries will need at least 87 million employees with the full spectrum of PM skills by 2027. To help you meet those needs and expectations in time, Project Management All-in-One For Dummies provides with all the hands-on information and advice you need to take your organizational, planning, and execution skills to new heights. Packed with on-point PM wisdom, these 7 mini-books—including the bestselling Project Management and Agile Project Management For Dummies—help you and your team hit maximum productivity by razor-honing your skills in sizing, organizing, and scheduling projects for ultimate effectiveness. You'll also find everything you need to overdeliver in a good way when choosing the right tech and software, assessing risk, and dodging the pitfalls that can snarl up even the best-laid plans. Apply formats and formulas and checklists Manage Continuous Process Improvement Resolve conflict in teams and hierarchies Rescue distressed projects Keep projects on track Microsoft Project 2019 is a powerhouse project management, portfolio management, and resource management tool. Whether you're a full-time project manager or manage projects as part of a larger set of duties, Microsoft Project 2019 For Dummies will get you thinking and operating at the level of a project management guru. Written by a noted project management pro, this book covers the ins and outs of Microsoft Project. Throughout the book, you'll find project management best practices and tips for keeping any project on schedule and under budget. Reference the full set of Microsoft Project 2019 features Learn to think like a project management professional Get into the nuts and bolts of Project for better productivity Create a task schedule that keeps a project moving Identify the golden rules that keep projects on track With Microsoft Project 2019 For Dummies, you'll soon get a grip on all the powerful features of this popular project management software. No matter your level of training or experience, this book will show you how improve your project management with Microsoft Project 2019. In today's time-pressured, cost-conscious global business environment, tight project deadlines and stringent expectations are the norm. Project Management For Dummies shows business professionals what works and what doesn't by examining the field's best practices. You can learn how to organise, estimate, and schedule projects more efficiently. Discover how to manage deliverables, issue changes, assess risks, maintain communications, and live up to expectations by making the most of the latest technology and software and by avoiding common problems that can trip up even the best project managers. This adaptation includes: The latest methods to manage resources and stay on track and within budget Coverage for dealing with the pros and cons of virtual teams Tips and information on setting realistic expectations and meeting everyone's needs Methods and strategies to get tasks done with minimal staff Tips and advice for motivating a project team The latest concepts and fundamentals behind best-practice project management techniques The mindset and skill set of today's most effective project managers—what it really takes to guarantee a successful project Information on how to involve project audiences by conducting a Stakeholder Analysis Trends and tough project types Assessment tools to determine strengths and weaknesses for everything from choosing software to selecting a project team Tactics for team motivation and the hottest risk management strategies No project management training? No problem! In today's workplace, employees are routinely expected to coordinate and manage projects. Yet, chances are, you aren't formally trained in managing projects—you're an unofficial project manager. FranklinCovey experts Kory Kogon, Suzette Blakemore, and James Wood understand the importance of leadership in project completion and explain that people are crucial in the formula for success. Project Management for the Unofficial Project Manager offers practical, real-world insights for effective project management and guides you through the essentials of the people and project management process: Initiate Plan Execute Monitor/Control Close Unofficial project managers in any arena will benefit from the accessible, engaging real-life anecdotes, memorable "Project Management Proverbs," and quick reviews at the end of each chapter. If you're struggling to keep your projects organized, this book is for you. If you manage projects without the benefit of a team, this book is also for you. Change the way you think about project management—"project manager" may not be your official title or necessarily your dream job, but with the right strategies, you can excel. Improve your project management skills and accomplish more in no time at all In these days when projects seem to be bigger and more challenging than ever before, you need to make sure tasks stay on track, meet the budget, and keep everyone in the loop. Enter Project Management For Dummies. This friendly guide starts with the basics of project management and walks you through the different aspects of leading a project to a successful finish. After you've navigated your way through a couple of projects, you'll have the confidence to tackle even bigger (and more important) projects! In addition to explaining how to manage projects in a remote work environment, the book offers advice on identifying the right delivery approach, using social media in project management, and deploying agile project management. You'll also discover: What's new in project management tools and platforms so you can choose the best application for your team How to perfect your project management business document with an emphasis on strategy and business knowledge Details on the shift from process-based approaches to more holistic, principle-based strategies focused on project outcomes Examples of how to turn the strategies into smooth-flowing processes Best practices and suggestions for dealing with difficult or unexpected situations If you're planning to enroll in a project management course or take the Project Management Professionals Certification exam, Project Management For Dummies is the go-to resource to help you prepare. And if you simply want to improve your outcomes, this handy reference will have you and your team completing project goals like ninjas! Your must-have tool for perfect project management Want to take your career to the next level and be a master of planning, organising, motivating and controlling resources to meet your goals? This easy-to-use guide has you covered! Project Management Checklists For Dummies takes the intimidation out of project management, and shows you step by step how to use rigorous self-check questions to save significant time—and headaches—in managing your projects effectively. Project Management Checklists For Dummies gives you to-do lists, hands-on checklists and helpful guidance for managing every phase of a project from start to finish. Before you know it, you'll be a star project manager as you organise, estimate and schedule projects in today's time-crunched, cost-conscious global business environment. Includes useful to-do lists and checklists to ensure all the necessary steps are completed Offers simple exercises to help clarify needs and requirements along the way Provides templates to complete, which can also be downloaded from Dummies.com and customised to suit your unique requirements Supplies hints and tips to help you along the way If you're a project manager—or any professional charged with managing a project and wondering where to start—Project Management Checklists For Dummies is your ready-made tool for success. With the growing business industry there is a large demand for greater speed and quality, for projects of all natures in both small and large businesses. Lean Six Sigma is the result of the combination of the two best-known improvement methods: Six Sigma (making work better, of higher quality) and Lean (making work faster, more efficient). Lean Six Sigma For Dummies outlines they key concepts in plain English, and shows you how to use the right tools, in the right place, and in the right way, not just in improvement and design projects, but also in your day-to-day activities. It shows you how to ensure the key principles and concepts of Lean Six Sigma become a natural part of how you do things so you can get the best out of your business and accomplish your goals better, faster and cheaper. About the author John Morgan has been a Director of Catalyst Consulting, Europe's leading provider of lean Six Sigma solutions for 10 years. Martin Brenig-Jones is also a Director at Catalyst Consulting. He is an expert in Quality and Change Management and has worked in the field for 16 years. The increase in project outsourcing has forced traditional programmers to take on the role of project managers and quickly learn how to manage software projects The author discusses all of the essentials in widely accepted project management methodology, from managing programmers to assessing and eliminating risk The book covers the iterative development model, using Microsoft Project 2003, as well as a variety of methodologies including eXtreme, open source, SQA testing, software life cycle management, and more The companion Web site contains tools, case studies and other resources to help even novices get up and running Get*

projects done on time, on budget, and with maximum efficiency - fully updated UK edition! In today's time-pressured and cost-conscious global business environment, reliable project management and competent delivery are more important than ever. Increasingly, project management is being seen as an essential management skill for all, as well as a career choice for many. This new UK edition of Project Management For Dummies, 2nd UK Edition quickly introduces you to the principles of successful project management with a clear and logical approach to help you deliver your projects, not only successfully, but also more easily. Unique to the UK edition, you'll find clear guidance on using the highly logical product-based approach to project planning, along with advice on how to release the great power of the technique, not only for effective planning, but also for project control. Updated with fresh content, tips, and tactics that cover everything you need to know from a project's start to finish, this accessible guide takes you through every stage of project management. You'll discover how to make project planning easier and more effective, manage resources and stay on track within a budget. Then you'll find help and advice to help you motivate and manage your teams to help them perform at their best. To help you stay at the leading edge, you'll also find two new chapters in this edition explaining project governance and the increasingly important international standard ISO 21500. In short, this book will help you master a highly valuable skill for advancing your career. Provides clear descriptions of who should do what in a project to prevent communication and control problems Presents the latest concepts in project management techniques Discusses how to keep risks under control during the project Includes access to online project management templates and checklists to aid in learning If you're a manager taking on a project for the first time or a more experienced project professional looking to get up to speed on the latest thinking and techniques, Project Management For Dummies, 2nd UK Edition equips you for project management success. The fun way to introduce coding with Ruby to kids If you don't have the chance to take coding classes at school or in camp—or if you just want to learn on your own—Ruby For Kids gears you up to expand your technology skills and learn this popular programming language. Written in a way that's easy to follow—and keeping the super tech-heavy stuff to a minimum—it quickly and easily shows you how to use Ruby to create web and mobile applications with no experience required. Ruby is considered one of the best and simplest languages to start with when you're learning coding. This fun and friendly guide makes it even easier. Broken down into simple projects designed to appeal to younger programmers, Ruby For Kids gets you up and running with core coding concepts in no time. Before you know it, you'll be tackling hands-on projects, enjoying the support of a vibrant community, and feeling a sense of accomplishment as you complete projects. Navigate the basics of coding with the Ruby language Use Ruby to create your own applications and games Find help from other Ruby users Offers tips for parents and teachers helping kids learn Ruby So what are you waiting for? Ruby For Kids has everything you need to get in on one of the most popular topics around! Blow past the jargon and get hands-on, practical guidance on managing any project with Microsoft Project Lean. Agile. Hybrid. It seems that project management these days comes with more confusing buzzwords than ever. But you can make managing your next project simple and straightforward with help from Microsoft Project For Dummies. This book unpacks Microsoft's bestselling project management platform and walks you through every important feature, step-by-step, until you're ready to take on virtually any project, no matter the size. From getting set up for the first time to creating tasks, managing resources and working with time management features, you'll learn everything you need to know about managing a project in Microsoft's iconic software. You'll also find: Totally updated guidance that applies to both the desktop version and Microsoft's new subscription-based Microsoft Project Online Helpful information on integrating Agile practices and techniques into your project "Golden rules" that keep a project on-track and on-time Ways to effectively manage your resources with Microsoft Project's built-in functionality Managing a project, big or small, is no easy task. Luckily, Microsoft Project For Dummies can take a lot of the hassle out of your day-to-day life. Learn how to take advantage of this powerful software today! An easy-to-understand guide to the latest version of Microsoft's enterprise project management software: Project 2013 If you've never used project management software before or if you're just getting up to speed on the new features in Project 2013, this is the book for you! With this easy-to-understand guide, you have a completely updated resource that covers the latest changes and newest enhancements to Project 2013 and shows you how to make Project 2013 work for you. After an introduction to basic project management concepts, you'll discover the mechanics of using Project software to create and manage projects. Other topics covered include working with calendars, using and sharing resources, budgeting, formatting taskbars, gathering and tracking data, working with reports, and creating templates. Shows you how to manage resources, share project information, perform scenario analysis, and standardize reporting processes Presents completely updated coverage of the new Project 2013 Reviews formatting taskbars, gathering and tracking data, and working with reports Addresses using and sharing resources, creating templates, and managing projects Take charge of your next project and ensure its success with a little help from Project 2013 For Dummies. A comprehensive collection of 8 books in 1 offering electronics guidance that can't be found anywhere else! If you know a breadboard from a breadbox but want to take your hobby electronics skills to the next level, this is the only reference you need. Electronics All-in-One For Dummies has done the legwork for you — offering everything you need to enhance your experience as an electronics enthusiast in one convenient place. Written by electronics guru and veteran For Dummies author Doug Lowe, this down-to-earth guide makes it easy to grasp such important topics as circuits, schematics, voltage, and safety concerns. Plus, it helps you have tons of fun getting your hands dirty working with the Raspberry Pi, creating special effects, making your own entertainment electronics, repairing existing electronics, learning to solder safely, and so much more. Create your own schematics and breadboards Become a circuit-building expert Tackle analog, digital, and car electronics Debunk and grasp confusing electronics concepts If you're obsessed with all things electronics, look no further! This comprehensive guide is packed with all the electronics goodies you need to add that extra spark to your game! Sew Wild liberates you! Enjoy unlimited freedom to color, pattern, and customize your own fabric with fun, spectacular results. Get wild with printing, painting, drawing, stenciling, and other surface design methods and unique materials such as plastic bags, photographs, and cardboard. Dive into 12 simple sewing projects to make colorful, wearable, and hip designs, including a stunning wall quilt, adorable hats for kids or adults, a pretty wreath, cuff bracelets, and a modern ruffled apron. Artist Alisa Burke demonstrates many of the techniques and essentials of surface design and sewing on an included DVD. In addition to the in-depth video instruction, you'll get a bonus project exclusively on the DVD. Whether you're already a rule-breaker or you're looking to improvise, Sew Wild shows you how to create fabric and designs that explode with color, pattern, and soul. Presents a step-by-step guide to effectively manage the computer software development process. Flex your project management muscle Agile project management is a fast and flexible approach to managing all projects, not just software development. By learning the principles and techniques in this book, you'll be able to create a product roadmap, schedule projects, and prepare for product launches with the ease of Agile software developers. You'll discover how to manage scope, time, and cost, as well as team dynamics, quality, and risk of every project. As mobile and web technologies continue to evolve rapidly, there is added pressure to develop and implement software projects in weeks instead of months—and Agile Project Management For Dummies can help you do just that. Providing a simple, step-by-step guide to Agile project management approaches, tools, and techniques, it shows product and project managers how to complete and implement projects more quickly than ever. Complete projects in weeks instead of months Reduce risk and leverage core benefits for projects Turn Agile theory into practice for all industries Effectively create an Agile environment Get ready to grasp and apply Agile principles for faster, more accurate development. The quick, easy way to leap into the fascinating world of physical computing This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety of circuits that can sense or control things in the real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. ? Learn by doing ? start building circuits and programming your Arduino with a few easy to follow examples - right away! ? Easy does it ? work through Arduino sketches line by line in plain English, to learn how they work and how to write your own ? Solder on! ? Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to make your Arduino into anything from a mobile phone to a geiger counter! ? Become an Arduino

savant ? learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. ? Get social ? teach your Arduino to communicate with software running on a computer to link the physical world with the virtual world It's hardware, it's software, it's fun! Start building the next cool gizmo with Arduino and Arduino For Dummies. Everyone can impact the supply chain Supply Chain Management For Dummies helps you connect the dots between things like purchasing, logistics, and operations to see how the big picture is affected by seemingly isolated inefficiencies. Your business is a system, made of many moving parts that must synchronize to most efficiently meet the needs of your customers—and your shareholders. Interruptions in one area ripple throughout the entire operation, disrupting the careful coordination that makes businesses successful; that's where supply chain management (SCM) comes in. SCM means different things to different people, and many different models exist to meet the needs of different industries. This book focuses on the broadly-applicable Supply Chain Operations Reference (SCOR) Model: Plan, Source, Make, Deliver, Return, and Enable, to describe the basic techniques and key concepts that keep businesses running smoothly. Whether you're in sales, HR, or product development, the decisions you make every day can impact the supply chain. This book shows you how to factor broader impact into your decision making process based on your place in the system. Improve processes by determining your metrics Choose the right software and implement appropriate automation Evaluate and mitigate risks at all steps in the supply chain Help your business function as a system to more effectively meet customer needs We tend to think of the supply chain as suppliers, logistics, and warehousing—but it's so much more than that. Every single person in your organization, from the mailroom to the C-suite, can work to enhance or hinder the flow. Supply Chain Management For Dummies shows you what you need to know to make sure your impact leads to positive outcomes. Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using Agile Project Management (APM), project managers can achieve all these goals without compromising value, quality, or business discipline. In Agile Project Management, Second Edition, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith's new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition's coverage includes: Understanding the agile revolution's impact on product development Recognizing when agile methods will work in project management, and when they won't Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The "Agile Triangle": measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader Master the programming language of choice among statisticians and data analysts worldwide Coming to grips with R can be tough, even for seasoned statisticians and data analysts. Enter R For Dummies, the quick, easy way to master all the R you'll ever need. Requiring no prior programming experience and packed with practical examples, easy, step-by-step exercises, and sample code, this extremely accessible guide is the ideal introduction to R for complete beginners. It also covers many concepts that intermediate-level programmers will find extremely useful. Master your R ABCs ? get up to speed in no time with the basics, from installing and configuring R to writing simple scripts and performing simultaneous calculations on many variables Put data in its place ? get to know your way around lists, data frames, and other R data structures while learning to interact with other programs, such as Microsoft Excel Make data dance to your tune ? learn how to reshape and manipulate data, merge data sets, split and combine data, perform calculations on vectors and arrays, and much more Visualize it ? learn to use R's powerful data visualization features to create beautiful and informative graphical presentations of your data Get statistical ? find out how to do simple statistical analysis, summarize your variables, and conduct classic statistical tests, such as t-tests Expand and customize R ? get the lowdown on how to find, install, and make the most of add-on packages created by the global R community for a wide variety of purposes Open the book and find: Help downloading, installing, and configuring R Tips for getting data in and out of R Ways to use data frames and lists to organize data How to manipulate and process data Advice on fitting regression models and ANOVA Helpful hints for working with graphics How to code in R What R mailing lists and forums can do for you Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies Get your slice of Raspberry Pi With the invention of the unique credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its first year, and you're about to find out why! In Raspberry Pi For Dummies, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages Raspberry Pi For Dummies, 3rd Edition makes computing as easy as pie! The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you into hot careers in AI, big data, and more Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career. Uh-oh, now you've gone and done it, you volunteered to do a science fair project. Don't sweat it, presenting at a science fair can be a lot of fun. Just remember, the science fair is for your benefit. It's your

chance to show that you understand the scientific method and how to apply it. Also, it's an opportunity for you to delve more deeply into a topic you're interested in. Quite a few scientists, including a few Nobel laureates, claim that they had their first major breakthrough while researching a science fair project. And besides, a good science fair project can open a lot of doors academically and professionally—but you already knew that. Stuck on what to do for your science project? This easy-to-follow guide is chock-full of more than 50 fun ideas and experiments in everything from astronomy to zoology. Your ultimate guide to creating crowd-pleasing displays, it shows you everything you need to know to: Choose the best project idea for you Make sure your project idea is safe, affordable, and doable Research, take notes, and organize your facts Write a clear informative research paper Design and execute your projects Ace the presentation and wow the judges Science fair guru Maxine Levaren gives walks you step-by-step through every phase of choosing, designing, assembling and presenting a blue ribbon science fair project. She gives you the inside scoop on what the judges are really looking for and coaches you on all the dos and don'ts of science fairs. And she arms you with in-depth coverage of more than 50 winning projects, including: Projects involving experiments in virtually every scientific disciplines Computer projects that develop programs to solve a particular problem or analyze system performance Engineering projects that design and build new devices or test existing devices to compare and analyze performance Research projects involving data collection and mathematical analysis of results Your complete guide to doing memorable science projects and having fun in the process, *Science Fair Projects For Dummies* is a science fair survival guide for budding scientists at every grade level.

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