Biesse User Guide

The professional's favored tool for over a decade, this backbone reference provides a comprehensive set of drafting elements that can be used from contract to contract. Move step-by-step through the contract-creation process --from conducting the initial client meeting to closing the deal, with detailed discussions of the eleven, essential drafting elements, parties, recitals, subject, consideration, warranties and representations, risk allocation, conditions, performance, dates and term, boilerplate, and signatures. A favorite reference tool for professional drafters for over a decade, Drafting Effective Contracts combines a clear analysis of how effective agreements are structured with a practical breakdown of the essential elements of any contract-- giving you the best way to draft contracts. This completely updated practical reference guide presents a consistent structural analysis and a comprehensive set of drafting elements that can be used from contract to contract. You are led step-by-step through the process by which contracts are created, given clear sample contract provisions, and offered direction around the obstacles that may be encountered in drafting agreements for goods and services, promissory notes, guaranties, and secured transactions. Drafting Effective Contracts provides a complete handbook for drafting legal agreements that work. For starters, you get a practical and comprehensive approach to the overall contract process--from conducting the initial client meeting to closing the deal. You'll find a detailed discussion of the 11 drafting elements that every contract may have: Parties Recitals Subject Consideration Warranties and Representations Risk Allocation Conditions Performance Dates and Term Boilerplate Signatures After you get a solid explanation of these essential elements and how they're assembled to create effective contracts, you get key strategies for negotiating the agreement and closing the deal. You get an overview of the legal concepts that underpin various types of agreements --such as promissory notes, guaranties, security agreements, and agreements for the sale of goods and services. Then you'll see how to apply the drafting elements to create the finished contract. You also get an array of sample agreements and contracts as well as statutory material. Only Drafting Effective Contracts combines the best benefits of a forms book and a treatise to give you the most complete tool for building effective legal agreements.

The #1 New York Times and #1 Wall Street Journal bestselling author Brad Thor delivers his most frightening and pulse-pounding thriller ever! After a CIA agent mysteriously dies overseas, his top asset surfaces with a startling and terrifying claim. There's just one problem—no one knows if she can be trusted. But when six exchange students go missing, two airplane passengers trade places, and one political-asylum seeker is arrested, a deadly chain of events is set in motion. With the United States facing an imminent and devastating attack, America's new president must turn to covert counterterrorism operative Scot Harvath to help carry out two of the most dangerous operations in the country's history. Code-named "Gold Dust" and "Blackbird," they are shrouded in absolute secrecy as either of them, if discovered, will constitute an act of war.

Cet ebook est une version numérique du guide papier sans interactivité additionnelle. Le Routard, le meilleur compagnon de voyage depuis 45 ans.Plus de 1 800 adresses à travers la France de sites où poser sa tente, pour tous les budgets et tous les conforts. Nous vous avons déniché des adresses insolites, les tentes les plus improbables, plantées ou à planter sur des sites imprenables, des propriétaires rivalisant d'équipements et de trouvailles... La bible du campeur Le Routard Nos meilleurs campings en France (hébergements de plein air) c'est aussi des cartes et des photos, pour repérer plus facilement les régions et les hébergements ; des adresses souvent introuvables ailleurs ; des infos remises à jour chaque année.Merci à tous les Routards qui partagent nos convictions : Liberté et indépendance d'esprit ; découverte et partage ; sincérité, tolérance et respect des autres.

A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using Flutter Package and deploy your Flutter apps to achieve native-like performance Book Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn Understand the fundamentals of the Dart programming language Explore the core concepts of the Flutter UI and how it compiles for multiple platforms Develop Flutter plugins and widgets and understand how to structure plugin code appropriately Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets Add animation to your UI using Flutter's AnimatedBuilder component Integrate your native code into your Flutter codebase for native app performance Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

This book starts with an introduction to the core concepts of .NET memory management and garbage collection, and then quickly layers on additional details and intricacies. Once you're up to speed, you can dive into the guided troubleshooting tour, and tips for engineering your application to maximise performance. And to finish off, take a look at some more sophisticated considerations, and even a peek inside the Windows memory model.

This book constitutes the thoroughly refereed post-proceedings of the First Combined International Workshops on Formal Approaches to Software Testing, FATES 2006, and on Runtime Verification, RV 2006, held within the scope of FLoC 2006, the Federated Logic Conference in Seattle, WA, USA in August 2006. Coverage discusses formal approaches to test and analyze programs and monitor and guide their executions by using various techniques.

You've decided to tackle machine learning - because you're job hunting, embarking on a new project, or just think self-driving cars are cool. But where to start? It's easy to be intimidated, even as a software developer. The good news is that it doesn't have to be that hard. Master machine learning by writing code one line at a time, from simple learning programs all the way to a true deep learning system. Tackle the hard topics by breaking them down so they're easier to understand, and build your confidence by getting your hands dirty. Peel away the obscurities of machine learning, starting from scratch and going all

the way to deep learning. Machine learning can be intimidating, with its reliance on math and algorithms that most programmers don't encounter in their regular work. Take a hands-on approach, writing the Python code yourself, without any libraries to obscure what's really going on. Iterate on your design, and add layers of complexity as you go. Build an image recognition application from scratch with supervised learning. Predict the future with linear regression. Dive into gradient descent, a fundamental algorithm that drives most of machine learning. Create perceptrons to classify data. Build neural networks to tackle more complex and sophisticated data sets. Train and refine those networks with backpropagation and batching. Layer the neural networks, eliminate overfitting, and add convolution to transform your neural network into a true deep learning system. Start from the beginning and code your way to machine learning mastery. What You Need: The examples in this book are written in Python, but don't worry if you don't know this language: you'll pick up all the Python you need very quickly. Apart from that, you'll only need your computer, and your code-adept brain.

Digital technology is simultaneously friend and foe: highly disruptive, yet it cannot be ignored. Companies that fail to make use of it put themselves in the line of fire for disintermediation or even eradication. But digital technology is also the biggest opportunity to reposition incumbent product-making businesses by thinking about how they conceive, make, distribute and support the next generation of goods in the marketplace. Reinventing the Product looks at the ways traditional products are transforming into smart connected products and ecosystem platforms at a rate much faster than most organizations think. Eric Schaeffer and David Sovie show how this reinvention is made possible: by AI and digital technologies, such as IoT sensors, blockchain, advanced analytics, cloud and edge computing. They show how to deliver truly intelligent, and potentially even autonomous, products with the more personalized and compelling experiences that today's users, consumers and enterprises expect. Reinventing the Product makes a stringent case for companies to rethink their product strategy, their innovation and engineering processes, and the entire culture to build the future generations of successful 'living products'. Featuring case studies from global organizations such as Faurecia, Signify, Symmons and Haier and interviews with thought leaders and business executives from top companies including Amazon, ABB, Tesla, Samsung and Google, this book provides practical advice for product-making companies as they embark on, or accelerate, their digitization journey.

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CultureShock! Sweden contains all the essential tips and advice you will need to establish your niche in a country that is home to some of the last remaining wildernesses in the world. Discover how the ideas of lagom (just enough) and trygghet (security) contribute to the making of the Swedish character and why a Swede is reserved, quiet and fastidious about punctuality. In addition, find out more about the Swedish art of toasting and why leisure time is valued. Packed full of information for day-to-day living, at home and in the office, this guide will help you to find your unique place in the country of the Dala horse and Gamla Stan. CultureShock! Sweden is the definitive guide that will help you fit into the country and before long, you will be throwing your very own surströmming and crayfish parties.

What are the contemporary challenges faced by property law as we enter the 2nd decade of the 21st century? This collection brings together the research and perspectives of an international body of academics and practitioners to consider these challenges and how even familiar topics must develop to meet new demands and developments. As with previous books in the Modern Studies in Property Law series, this volume adopts a broad approach to topics encompassed by 'property law' in the firm belief that the boundaries that divide are shadowy at best and constantly moving in the endeavour to keep up with what is 'modern'. This collection looks at 5 themes: - Comparative perspectives, including a chapter on grazing and cropping rights in Northern Ireland, and analysis of the anomalies of the English trust law as seen from a civil law perspective; - Taking and alienating property, including a chapter on bankruptcy and the family home; - Modern dilemmas, including chapters on trusts in virtual currency and on smart homes; - Old chestnuts – new challenges, including analysis of the mortgage law reform in Scotland and a chapter on the ouster principle in common law jurisdictions; and - Wills, death and other morbid topics, with chapters on English succession law and the role of knowledge and approval in retrospective assessments of capacity. Unfortunately, the COVID-19 pandemic prevented the 13th biennial conference being held in 2020 as planned but despite this, the authors and co-editors persevered to produce this interesting and diverse collection.