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Assembly Language for Intel-based Computers - Kip R. Irvine 2007 This widely used, fully updated assembly language book provides basic information for the beginning programmer interested in computer architecture, operating systems, hardware manipulation, and compiler writing.Uses the Intel IA-32 processor family as its base, showing how to program for Windows and DOS. Is written in a clear and straightforward manner for high readability. Includes a companion CD-ROM with all sample programs, and Microsoftreg; Macro Assembler Version 8, along with an extensive companion Website maintained by the author. Covers machine architecture, processor architecture, assembly language fundamentals, data transfer, addressing and arithmetic, procedures, conditional processing, integer arithmetic, strings and arrays, structures and macros, 32-bit Windows programming, language interface, disk fundamentals, BIOS-level programming, MS-DOS programming, floating-point programming, and IA-32 instruction encoding.For embedded systems programmers and engineers, communication specialists, game programmers, and graphics programmers.
Advanced Processors - Atul P. Godse 2021-01-01
The book is written for an undergraduate course on the 16-bit, 32-bit and 64-bit Intel Processors. It provides comprehensive coverage of the hardware and software aspects of 8086/88, 80286, 80386, 80486 and

Pentium Processors. The book uses plain and lucid language to explain each topic. The book provides the logical method of explaining the various complicated concepts and stepwise techniques for easy understanding, making the subject more interesting. The book begins with the 8086 architecture, instruction set, Assembly Language Programming (ALP) and interfacing 8086 with support chips, memory and I/O. It focuses on features, architecture, pin description, data types, addressing modes and newly supported instructions of 80286 and 80386 microprocessors. It discusses various operating modes supported by 80386 - Real Mode, Protected Mode and Virtual 8086 Mode. Finally, the book focuses on multitasking, exception handling, 80486 architecture, Pentium architecture and RISC processor. It describes Pentium superscalar architecture, pipelining, instruction pairing rules, instruction and data cache, floating-point unit, Pentium Pro architecture, Pentium MMX architecture, Hyper Treading Core2- Duo features and concept of RISC processor.
InfoWorld - 1980-05-26
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
PC Mag - 1990-10-30

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

Computerworld - 1986-09-01
For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Assembly Language - Jeff Duntemann 1992-10-06
Begins with the most fundamental, plain-English concepts and everyday analogies progressing to very sophisticated assembly principles and practices. Examples are based on the 8086/8088 chips but all code is usable with the entire Intel 80X86 family of microprocessors. Covers both TASM and MASM. Gives readers the foundation necessary to create their own executable assembly language programs.

The Software Encyclopedia - 1988

PC Mag - 1982-08
PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Sourcebook I--small Systems Software and Services Sourcebook - Ruth K. Koolish 1983

PC Tech Journal - 1987-11

The Software Catalog - 1984

PC Mag - 1984-06-26
PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert

industry analysis and practical solutions help you make better buying decisions and get more from technology.

Computerworld Buyer's Guide - 1983

Guide to Assembly Language Programming in Linux - Sivarama P. Dandamudi 2005-07-15
Introduces Linux concepts to programmers who are familiar with other operating systems such as Windows XP Provides comprehensive coverage of the Pentium assembly language

Engineering Application Software - 1986-06-08

X86-64 Assembly Language Programming with Ubuntu - Ed Jorgensen 2020-12-27
The purpose of this text is to provide a reference for University level assembly language and systems programming courses. Specifically, this text addresses the x86-64 instruction set for the popular x86-64 class of processors using the Ubuntu 64-bit Operating System (OS). While the provided code and various examples should work under any Linux-based 64-bit OS, they have only been tested under Ubuntu 14.04 LTS (64-bit). The x86-64 is a Complex Instruction Set Computing (CISC) CPU design. This refers to the internal processor design philosophy. CISC processors typically include a wide variety of instructions (sometimes overlapping), varying instructions sizes, and a wide range of addressing modes. The term was retroactively coined in contrast to Reduced Instruction Set Computer (RISC3).

Programming in Assembly Language on the IBM PC - Richard Tropper 1992

PC Mag - 1984-07-24
PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Efficient C/C++ Programming - Steve Heller 2014-05-10

Efficient C/C++ Programming describes a practical, real-world approach to efficient C/C++ programming. Topics covered range from how to save storage using a restricted character set and how to speed up access to records by employing hash coding and caching. A selective mailing list system is used to illustrate rapid access to and rearrangement of information selected by criteria specified at runtime. Comprised of eight chapters, this book begins by discussing factors to consider when deciding whether a program needs optimization. In the next chapter, a supermarket price lookup system is used to illustrate how to save storage by using a restricted character set and how to speed up access to records with the aid of hash coding and caching. Attention is paid to rapid retrieval of prices. A selective mailing list system is then used to illustrate rapid access to and rearrangement of information selected by criteria specified at runtime. The book also considers the Huffman coding and arithmetic coding methods of data compression; a token-threaded interpreter whose code can run faster than equivalent compiled C code, due to its greater code density; a customer database program with variable-length records; and index and key access to variable-length records. The final chapter summarizes the characteristics of the algorithms encountered in previous chapters, as well as the future of the art of optimization. This monograph will be a useful resource for practicing computer programmers and those who intend to be working programmers.

Introduction to 80 X 86 Assembly Language and Computer Architecture - Richard C. Detmer 2006-07-30

The Intel Microprocessors - Barry B. Brey 2009

InfoWorld - 1980-06-09
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
EDN. - 1984

Computer Design - 1981

Microprocessors and Multicore Systems - Atul P. Godse 2020-12-01
The book is written for an undergraduate course on the 16-bit, 32-bit and 64-bit Intel Processors. It provides comprehensive coverage of the hardware and software aspects of 8086, 80286, 80386, 80486 and Pentium Processors. The book uses plain and lucid language to explain each topic. The book provides the logical method of describing the various complicated concepts and stepwise techniques for easy understanding, making the subject more interesting. The book begins with an overview of microcomputer structure and operation, microprocessor evolution and types and the 8086 microprocessor family. It explains the 8086 architecture, instruction set, instruction timings, addressing modes, Assembly Language Programming (ALP), assembler directives, standard program structures in 8086 assembly language, machine coding for 8086 instructions, ALP program development tools, 8086 interrupts, PIC 8259 and interrupt applications. It focuses on features, architecture, pin description, data types, addressing modes and newly supported instructions of 80286 and 80386 microprocessors. It discusses various operating modes supported by 80386 - Real Mode, Protected Mode and Virtual 8086 Mode. Finally, the book focuses on multitasking, 80486 architecture and Pentium architecture. It describes Pentium superscalar architecture, pipelining, instruction pairing rules, instruction and data cache, floating-point unit and overview of Pentium II, Pentium III and Pentium IV processors.
Large Problems, Small Machines - Steve Heller 2014-05-10
Large Problems, Small Machines: Transforming Your Programs with Advanced Algorithms describes a practical, real-world approach to program optimization based on advanced algorithms. Topics covered range from how to save storage using a restricted character set and how to speed up access to records by employing hash coding (or "scatter storage") and caching. A selective mailing list system is used to illustrate rapid access to and rearrangement of information selected by criteria specified at run-time. Comprised of six chapters, this book begins by

discussing factors to consider when deciding whether a program needs optimization. In the next chapter, a supermarket price lookup system is used to illustrate how to save storage by using a restricted character set and how to speed up access to records with the aid of hash coding and caching. Attention is paid to rapid retrieval of prices. A selective mailing list system is then used to illustrate rapid access to and rearrangement of information selected by criteria specified at run-time. The book also considers the Huffman coding and arithmetic coding methods of data compression before concluding with a review of the characteristics of the algorithms encountered in previous chapters, as well as the future of the art of optimization. This monograph will be a useful resource for practicing computer programmers and those who intend to be working programmers.

Zen of Assembly Language: Knowledge - Michael Abrash 1990-01-01 The most comprehensive treatment of advanced assembler programming ever published, this book presents a way of programming that involves intuitive, right-brain thinking. Also probes hardware aspects that affect code performance and compares programming techniques.

Byte - 1988-04

Federal Software Exchange Catalog - 1983

Assembly Language for X86 Processors - Kip R. Irvine 2017-07-13 Assembly language is as close to writing machine code as you can get without writing in pure hexadecimal. Since it is such a low-level language, it's not practical in all cases, but should definitely be considered when you're looking to maximize performance. With Assembly Language by Chris Rose, you'll learn how to write x64 assembly for modern CPUs, first by writing inline assembly for 32-bit applications, and then writing native assembly for C++ projects. You'll learn the basics of memory spaces, data segments, CISC instructions, SIMD instructions, and much more. Whether you're working with Intel, AMD, or VIA CPUs, you'll find this book a valuable starting point since many of the instructions are shared between processors.This updated

and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

Scientific and Technical Aerospace Reports - 1985

Introduction to Assembly Language Programming - Sivarama P. Dandamudi 2013-03-14 This textbook introduces readers to assembly and its role in computer programming and design. The author concentrates on covering the 8086 family of processors up to and including the Pentium. The focus is on providing students with a firm grasp of the main features of assembly programming, and how it can be used to improve a computer's performance. All of the main features are covered in depth: stacks, addressing modes, arithmetic, selection and iteration, as well as bit manipulation. Advanced topics include: string processing, macros, interrupts and input/output handling, and interfacing with such higher-level languages as C. The book is based on a successful course given by the author and includes numerous hands-on exercises.

Introduction To Algorithms - Thomas H Cormen 2001 The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been

kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning.

The Art of Assembly Language, 2nd Edition - Randall Hyde 2010-03-01

Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's The Art of Assembly Language has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read The Art of Assembly Language, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to: –Edit, compile, and run HLA programs –Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces –Translate arithmetic expressions (integer and floating point) –Convert high-level control structures This much anticipated second edition of The Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language.

Popular Electronics - 1980

Programmer's Journal - 1987

Program Interfacing 8086 8088 - Goody 1992

PC Mag - 1984-07-10

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

Micro Systems - 1989

Computer Language - 1993