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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

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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.

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

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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 Microsoft® 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

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and engineers, communication specialists, game programmers, and graphics programmers.

This introduction to the organization and programming of the 8086 family of microprocessors used in IBM microcomputers and compatibles is comprehensive and thorough. Includes coverage of I/O control, video/graphics control, text display, and OS/2. Strong pedagogy with numerous sample programs illustrates practical examples of structured programming.

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud

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computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the

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emergence of mobile computing and the cloud

With a variety of interactive learning features and user-friendly pedagogy, the Third Edition provides a comprehensive introduction to programming using the most current version of Java. Throughout the text the authors incorporate an "active learning approach" which asks students to take an active role in their understanding of the language through the use of numerous interactive examples, exercises, and projects. Object-oriented programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students growing interest in

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animation and visualization the text includes techniques for producing graphical output and animations beginning in Chapter 4 with applets and continuing throughout the text. You will find Java Illuminated, Third Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with hands-on, real-world applications! New to the Third Edition: -Includes NEW examples and projects throughout -Every NEW copy of the text includes a CD-ROM with the following: *programming activity framework code*full example code from each chapter*browser-based modules with visual step-by-step demonstrations of code execution*links to popular integrated development environments and the Java Standard Edition JDK -Every new copy includes full student access to

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TuringsCraft Custom CodeLab. Customized to match the organization of this textbook, CodeLab provides over 300 short hands-on programming exercises with immediate feedback. Instructor Resources: Test Bank, PowerPoint Lecture Outlines, Solutions to Programming Activities in text, and Answers to the chapter exercises Also available: Java Illuminated: Brief Edition, Third Edition (ISBN-13: 978-1-4496-3202-1). This Brief Edition is suitable for the one-term introductory course.

Completely revised and updated, Computer Systems, Fourth Edition offers a clear, detailed, step-by-step introduction to the central concepts in computer organization, assembly language, and computer architecture. Important Notice: The

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digital edition of this book is missing some of the images or content found in the physical edition.

No one has done more to conquer the performance limitations of the PC than Michael Abrash, a software engineer for Microsoft. His complete works are contained in this massive volume, including everything he has written about performance coding and real-time graphics. The CD-ROM contains the entire text in Adobe Acrobat 3.0 format, allowing fast searches for specific facts.

Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text

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and MyProgrammingLab search for ISBN-10: 0133862259/ISBN-13: 978013386225 . That package includes ISBN-10: 0133582736/ISBN-13: 9780133582734 and ISBN-10: 0133759113 /ISBN-13: 9780133759112. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. This text is intended for a one-semester introductory programming course for students with limited programming experience. It is also appropriate for readers interested in introductory programming. In Starting Out with Python®, Third Edition Tony Gaddis' evenly-paced, accessible coverage introduces students to the basics of programming and prepares them to transition into more complicated languages. Python, an easy-to-learn and increasingly popular

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object-oriented language, allows readers to become comfortable with the fundamentals of programming without the troublesome syntax that can be challenging for novices. With the knowledge acquired using Python, students gain confidence in their skills and learn to recognize the logic behind developing high-quality programs. Starting Out with Python discusses control structures, functions, arrays, and pointers before objects and classes. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, detail-oriented explanations, and an abundance of exercises appear in every chapter. MyProgrammingLab for Starting Out with Python is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly

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engages students in learning. It helps students better prepare for class, quizzes, and exams-resulting in better performance in the course-and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience--for you and your students. It will help: Personalize Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Support Instructors and Students: Student and instructor

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resources are available to expand on the topics presented in the text. Keep Your Course Current: This edition's programs have been tested with Python 3.3.2.

In the Fifth Edition, Advanced Visual Basic 2010 helps those who are familiar with the fundamentals of Visual Basic 2010 programming harness its power for more advanced uses. Coverage of sophisticated tools and techniques used in the industry today include various database, ASP.NET, LINQ, WPF and Web Services topics. After studying the book and completing the programming exercises, students should be able to create small- to medium-sized Windows and Web applications that use databases. They will also gain essential concepts in object-oriented programming, event-driven

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programming, and test-driven development. Each subject is presented in an understandable style that makes this book a leader in the field.

This comprehensive book provides an up-to-date guide to programming the Intel 8086 family of microprocessors, emphasizing the close relationship between microprocessor architecture and the implementation of high-level languages.

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