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The book helps students understand the principles of the computer system in a bottom-up way, the first half describes the underlying structure of the computer, and the second half explains advanced language programming and programming methods, including data types and their operations, digital logic, von Neumann model, assembly language, input and output, trap programs and subprograms, c language programming and so on. 本书可用作高等院校计算机及相关专业学生的入门教材,也可作为的计算机专业人士和高级程序员的参考用书。 Screenshot: Catalog: Publisher's Words Expert Steering Committee Introduction 2nd Edition Introduction, Introduction 1 Chapter 1 Welcome to Book 1.1 How Can We Achieve 1.3 Two Recurring Concepts 1.3.1 Abstract Ideas 1.1 3.2 Hardware and Software 1.4 Computer System Brief 1.5 Two Very Important Ideas 1.6 Computers: General Computing Device 1.7 From Problem Description to Operation 1.7.1 Algorithm 1.7.3 Program.1.7.4 Instruction set structure 1.7.5 microstructure 1.7.6 Logic circuit 1.7.7 1.7.7 Summarize 1.8 Exercise chapter 2 bit, data type and its operation 2.1 bit and data type 2.1.1 bit - the basic device of information 2.1.2 data type 2.2 integer data type 2.2.1 unsigned integer 2.2.2 signed integer 2.23 complement 2.4 Conversion between binary and deeds 2.4.1 Binary numbers to binary number 2.4.2 deeds to binary number 2.5 bit operations: arithmetic operation 2.5.1 addition and subtract 2.5.2 symbol extension 2.2.5.3 Overrun 2.6-bit operation ii : logical operation 2.6.1 and operation 2.6.2 or operation 2.6.3 not operation 2.6.4 different or operation 2.7 other types 2.7.1 bit vector 2..1 bit vector 2..7.2 Floating points 2.7.1 3 ascii.code 2.7.4 Heat Chemical Count 2.8 Exercise Chapter 3 Digital Logic 3.1 mos transistor 3.2 Logic Gate 3.2.1 Non-door 3.2.2.2 or door, or non-door 3.2.3 with door, with non-door 3.2.4 Morgan's Law 3.2.5 multi-input door 3.3.1 combined logic 3.3.1 decoder 3.3.2 multi-accessory 3.3.3 all-adder 3.3.4 programmable logic array 3.2 3.5 Logical completeness 3.4 Storage Device 3.4.1 r-s Lock 3.4.2 Fenced d Latch 3.4.3 Register 3.5 Memory Concept 3.5.1 Addressing Space 3.5.2 Addressability 3.5.3 Example: 3.5.3 Example: 3.5.3 Example: 3.5.2 Addressability 3.5.3 Example: 222x3 Memory 3.6 Timing Circuit 3 3.6.1 Combined PasswordLock 3.6.2 State Concept 3.6.3 Limited State Machine 3.6.4 Limited State Machine Realization 3.7 lc-3 Computer Data Path 3.8 Exercise Chapter 4 Von Neumann Model 4.1 Basic component 4.1.1 Memory 4.1.2 Treatment unit 4.1.3 Input and output unit 4.1.4 Control unit 4.2 lc-3 : One von Neumann machine 4.3 instruction therapy 4.3.1 instruction 4.3.2 instruction cycle 4.4 Changing the order of execution 4.5 Shutdown Operation 4.6 Exercise 5 Chapter lc-3 Structure 5.1 isa Overview 5.1.1 Memory organization 5.1.2 Register 5.1.3 Instruction Set 5.1.4 Operation code 5.1.5 Data type 5.1. 6 Addressing mode 5.1.7 Conditional code 5.2 Operating instructions 5.3 data cover instruction 5.3.1 pc relative addressing 5.3.2 indirect addressing 5.3.3 base address offset addresses 5.3.4 immediate number addressing 5.43.51 Example 5.4 Control instruction 5.4.1 Conditional jump instruction 5.4.2 Example 5.4.3 Two loop control methods 5.4.4 Example: Sentinel array and 5.4.5 jmp instruction 5.4.6 decrease instruction 5.5 Example: Character Statistics 5.6 Summary: Data path (lc-3) 5.5 6.1 Basic components of the data path 5.6.2 Instruction cycle 5.7 Exercise Chapter 6.1 Problem Solving 6.1.1 System Breakdown 6.1.2 Three Structures: Order, Relationship, Loop 6.1.3 Implementing lc-3 Instruction 6.1.4 Review Grade Counting Statistics Example 6.2 Troubleshooting 6.2.1 Troubleshooting Basic Operations 6.2.2 Interactive Troubleshooter Using 6 .3 Exercise Chapter 7 Assembly Language 7.1 Collection Language Programming - More Upper Layer 7.2 A assembler 7.2.1 Instruction 7.2.2 Pseudo-Operation 7.2.3 Example : statistics program 7.3 assembly process 7.3.1 Overview 7.3.2 double scan 7.3.3 3. 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