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Computer Engineering: A DEC View of Hardware Systems Design focuses on the principles, progress, and concepts in the design of hardware systems. The selection first elaborates on the seven views of computer systems, technology progress in logic and memories, and packaging and manufacturing. Concerns cover power supplies, DEC computer packaging generations, general packaging, semiconductor logic technology, memory technology, measuring (and creating) technology progress, structural levels of a computer system, and packaging levels-of-integration. The manuscript then examines transistor circuitry in the Lincoln TX-2, digital modules, PDP-1 and other 18-bit computers, PDP-8 and other 12-bit computers, and structural levels of the PDP-8. The text takes a look at cache memories for PDP-11 family computers, buses, DEC LSI-11, and design decisions for the PDP-11/60 mid-range minicomputer. Topics include reliability and maintainability, price/performance balance, advances in memory technology, synchronization of data transfers, error control strategies, PDP-11/45, PDP-11/20, and cache organization. The selection is a fine reference for practicing computer designers, users, programmers, designers of peripherals and memories, and students of computer engineering and computer science.

The Beginner's Guide to Engineering series is designed to provide a very simple, non-technical introduction to the fields of engineering for people with no experience in the fields. Each book in the series focuses on introducing the reader to the various concepts in the fields of engineering conceptually rather than mathematically. These books are a great resource for high school students that are considering majoring in one of the engineering fields, or for anyone else that is curious about engineering but has no background in the field. Books in the series: 1. The Beginner's Guide to Engineering: Chemical Engineering 2. The Beginner's Guide to Engineering: Computer Engineering 3. The Beginner's Guide to Engineering: Electrical Engineering 4. The Beginner's Guide to Engineering: Mechanical Engineering

There is arguably no field in greater need of a comprehensive handbook than computer engineering. The unparalleled rate of technological advancement, the explosion of computer applications, and the now-in-progress migration to a wireless world have made it difficult for engineers to keep up with all the developments in specialties outside their own. References published only a few years ago are now sorely out of date. The Computer Engineering Handbook changes all of that. Under the leadership of Vojin Oklobdzija and a stellar editorial board, some of the industry's foremost experts have joined forces to create what promises to be the definitive resource for computer design and engineering. Instead of focusing on basic, introductory material, it forms a comprehensive, state-of-the-art review of the field's most recent achievements, outstanding issues, and future directions. The world of computer engineering is vast and evolving so rapidly that what is cutting-edge today may be obsolete in a few months. While exploring the new developments, trends, and future directions of the field, The Computer Engineering Handbook captures what is fundamental and of lasting value.

A one-semester, undergraduate course stressing the use of information transfer concepts necessary to analysis and design of modern digital systems. It is organized to provide an integrated overview of the various classes of digital information-processing systems and devices and the interrelationship between the hardware and software techniques that can be used to solve problems.

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Describes the development of the Apple Macintosh through a variety of anecdotes, photographs, and sketches.

Since its commercialization in 1971, the microprocessor, a modern and integrated form of the central processing unit, has continuously broken records in terms of its integrated functions, computing power, low costs and energy saving status. Today, it is present in almost all electronic devices. Sound knowledge of its internal mechanisms and programming is essential for electronics and computer engineers to understand and master computer operations and advanced programming concepts. This book in five volumes focuses more particularly on the first two generations of microprocessors, those that handle 4- and 8- bit integers. Microprocessor 4 | the fourth of five volumes | addresses the software aspects of this component. Coding of an instruction, addressing modes and the main features of the Instruction Set Architecture (ISA) of a generic component are presented. Futhermore, two approaches are discussed for altering the flow of execution using mechanisms of subprogram and interrupt. A comprehensive approach is used, with examples drawn from current and past technologies that illustrate theoretical concepts, making them accessible.

Briefly traces the history of computers and microprocessors, and discusses basic logic gates, programmable logic devices, Boolean algebra, combinational logic, sequential logic, computer memory, and 8086 instruction sets

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