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Alan Clements, Microprocessor Systems Design, 3rd Edition, PWS Publishing Company, Boston, MA, 1992 Kim R. Fowler, Electronic Instrument Design, Oxford University Press, New York, NY 1996 LMS Course Site Course Instructor: Kyle Wilt, JEC-6004, 276-2170, wiltk2@rpi.edu

Requirements and Procedures for the Course Project

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68000 Family Assembly Language Programming: Clements, Alan ...

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With a balance of hardware, software and interfacing topics, this text presents a practical introduction to the design of microprocessor systems and offers both the student and the professional engineer up-to-date information on the latest generation Motorola microprocessors. There is material on the 68020, 68030, and 68040 series, in addition to a thorough presentation of basic Motorola processor concepts. A disk bound in with the book includes ASSEMBLER, Emulator and Monitor programmes and documentation.

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* Emphasis is on timing diagrams and analysis of microprocessor read/write cycles so students get a clear understanding of the timing requirements of a microprocessor..* In-depth presentation of both microprocessor architecture and microprocessor organization gives students the most complete of 68000 microprocessor hardware..* Thorough introduction to 68000 assembly language programming (four chapters on this topic)..

Basic concepts of molecular biology. Strings, graphs, and algorithms. Sequence comparison and database search. Fragment assembly of DNA. Physical mapping of DNA. Phylogenetic trees. Genome rearrangements. Molecular structure prediction. epilogue: computing with DNA. Answers to selected exercises. References. index.

This book covers the design of systems that use a microprocessor (the electronic TbrainUT of a computer), including both hardware and software considerations. The particular type of microprocessor discussed is Motorola's 68000 family, including the latest generation of 68000 chips. Clements' emphasis is practical, providing the necessary detail to enable students to design actual, working systems. The practical, real-world approach and examples, the text's comprehensiveness, and the author's accessible writing style have been the main reasons driving Clements' great success through two editions. A new chapter on the C programming language and its relationship to assembly language will appeal especially to instructors whose courses emphasize software aspects of systems design. A bound-in disk contains simulation software that enables students to run 68000 assembly-language code on IBM-PCs and compatibles.

Clements has a gift for conveying highly complex, technical information in an exceptionally clear and readable manner. Clements writing style is very student oriented, and stresses the basics of 68000 ASL while also covering the latest information on ASL later generation chips.

Principles of Computer Hardware, now in its third edition, provides a first course in computer architecture or computer organization for undergraduates. The book covers the core topics of such a course, including Boolean algebra and logic design; number bases and binary arithmetic; the CPU; assembly language; memory systems; and input/output methods and devices. It then goes on to cover the related topics of computer peripherals such as printers; the hardware aspects of the operating system; and data communications, and hence provides a broader overview of the subject. Its readable, tutorial-based approach makes it an accessible introduction to the subject. The book has extensive in-depth coverage of two microprocessors, one of which (the 68000) is widely used in education. All chapters in the new

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COMPUTER ORGANIZATION AND ARCHITECTURE: THEMES AND VARIATIONS stresses the structure of the complete system (CPU, memory, buses and peripherals) and reinforces that core content with an emphasis on divergent examples. This approach to computer architecture is an effective arrangement that provides sufficient detail at the logic and organizational levels appropriate for EE/ECE departments as well as for Computer Science readers. The text goes well beyond the minimal curriculum coverage and introduces topics that are important to anyone involved with computer architecture in a way that is both thought provoking and interesting to all. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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