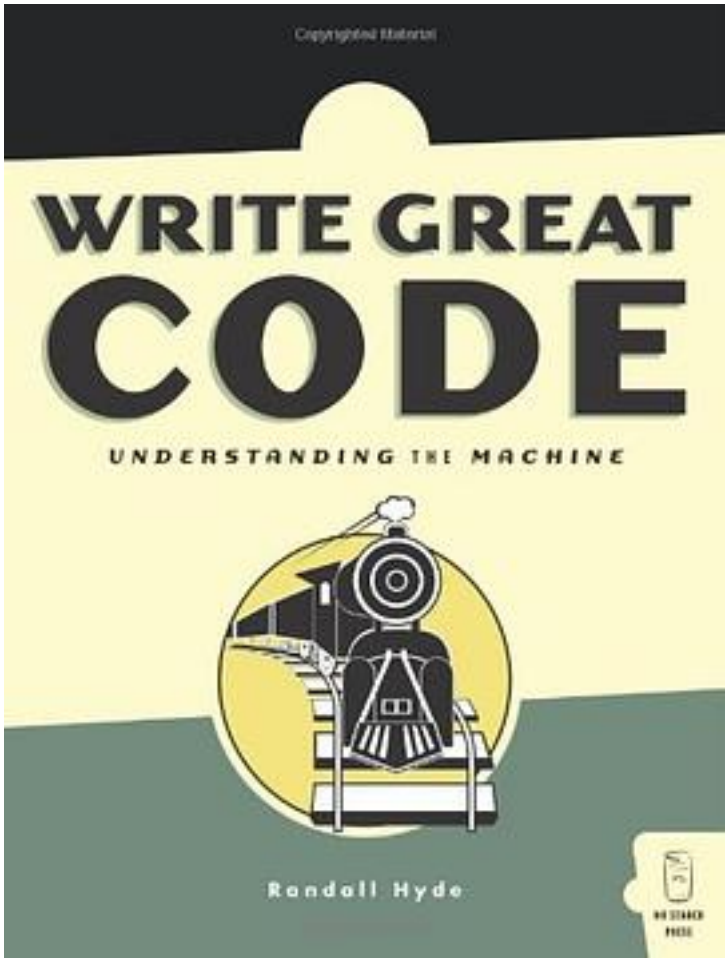
Write Great Code



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If you've asked someone the secret to writing efficient, well-written software, the answer that you've probably gotten is "learn assembly language programming." By learning assembly language programming, you learn how the machine really operates

and that knowledge will help you write better high-level language code. A dirty little secret assembly language programmers rarely admit to, however, is that what you really need to learn is machine organization, not assembly language programming. Write Great Code Vol I, the first in a series from assembly language expert Randall Hyde, dives right into machine organization without the extra overhead of learning assembly language programming at the same time. And since Write Great Code Vol I concentrates on the machine organization, not assembly language, the reader will learn in greater depth those subjects that are language-independent and of concern to a high level language programmer. Write Great Code Vol I will help programmers make wiser choices with respect to programming statements and data types when writing software, no matter which language they use.

作者介绍:

Randall Hyde is the author of The Art of Assembly Language, one of the most highly recommended resources on assembly, and Write Great Code, Volume 2. He is also the co-author of The Waite Group's MASM 6.0 Bible. He has written for Dr. Dobb's Journal and Byte, as well as professional journals. His website is available here.

目录: Chapter 1: What You Need to Know to Write Great Code
Chapter 2: Numeric Representation
Chapter 3: Binary Arithmetic and Bit Operations
Chapter 4: Floating Point Representation
Chapter 5: Character Representation
Chapter 6: Memory Organization and Access
Chapter 7: Composite Data Types and Memory Objects
Chapter 8: Boolean Logic and Digital Design
Chapter 9: CPU Architecture
Chapter 10: Instruction Set Architecture
Chapter 11: Memory Architecture and Organization
Chapter 12: Input and Output (I/O)
Thinking Low-Level, Writing High-Level
Appendix A: ASCII Character Set
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标签

programming

计算机

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Programming

程序设计

阿男推荐

经典

评论

很底层，是一个很好的入门书籍，读完之后会想读更深的书

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书评

这本书是关于计算机体系结构的一本书。书的副标题很好的说明了这一点：understand the machine.他的主标题是Write the Great code.所以，在这本书中很多都是目标导向，而不是为了讲系统而讲系统。
很好的一点就是讲解方式，这本书的介绍方式是引出式。举个例子，在讲cpu缓存的...

前半部分颇为底层，计算机的进制、
后面关于外设接口，串口和并口、PCI和ISA总线，SCSI总线，IDE/ATA/ATAPI/SATA、USB的特点以及演化，相当清晰易懂。

要说此书的优点，就是对某些部分讲的比较详细，比绝大部分国产组成原理之流强多了。缺点就是并没有太多新的东西，也没有太过深入。当然，这只是入门教材而已。总之，用来复习一下组成原理和体系结构还不错，但要深入的还是另找吧。

本书作者为希望能编写出卓越代码的人提供了自己积累的关于卓越编程的真知灼见。它弥补了计算机科学和工程课程中被忽略的一个部分——底层细节，而这正是构建卓越代码的基石。具体内容包括：计算机数据表示法，二进制数学运算与位运算，内存组织与内存访问，数据类型及其表示，...

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