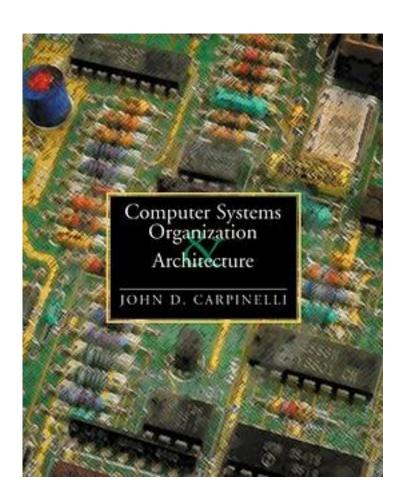
## Computer Systems Organization and Architecture



Computer Systems Organization and Architecture\_下载链接1\_

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出版者:Addison Wesley

出版时间:2000-10-30

装帧:Paperback

isbn:9780201612530

This book presents material that is appropriate for an undergraduate course on computer organization and architecture and that covers the design of CPUs, microprocessors, and computer systems. It has been heralded for its presentation style and pedagogy which make this difficult material understandable for students without

sacrificing the essential elements of learning computer/architecture/organization. One hallmark feature of the author's pedagogy is the use of the Very Simple CPU and the Relatively Simple CPU. The Very Simple CPU, introduced in Chapter 6, illustrates CPU design concepts without getting too complex. The following chapter introduces the Relatively Simple CPU, which builds on the Very Simple CPU's design principles and illustrates additional concepts with gradually more complexity. The remaining chapters show the connection between their respective concepts and their relation to the Relatively Simple CPU. Students also see how these ideas are used outside the classroom, as each chapter features a real-world machine on which the discussed organization and architecture concepts are implemented. Computer Systems Organization and Architecture supports a platform-independent hands-on approach to learning. It is accompanied by simulation software for the Relatively Simple CPU, which allows students to enter a program written in the assembly language of the CPU and simulate its execution. This allows students to see the internal organization of the CPU, how data moves about within the CPU, and how the control unit generates the control signals that coordinate activity within the CPU.

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