

## <<汇编语言程序设计>>

### 图书基本信息

书名：<<汇编语言程序设计>>

13位ISBN编号：9787302260301

10位ISBN编号：7302260303

出版时间：2011-10

出版时间：清华大学出版社

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页数：715

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## <<汇编语言程序设计>>

### 内容概要

本书全面细致地讲述了汇编语言程序设计的各个方面。从微处理器体系结构、工作机制到指令集；从最基本的编译器链接器的使用到高级过程、结构和宏的使用；从用纯汇编编写程序到用vc++、bc++等最新编译器与汇编的混合接口编程；从16位实模式下bios、dos实模式文本及图形程序设计到32位保护模式的windows程序设计；从磁盘基础知识到intel指令编码、浮点运算等相关知识都做了深入而细致的讲解。

本书内容广博，但又讲解得非常深入，是汇编语言课程的很好教材。

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### 作者简介

Kip Irvine has written five computer programming textbooks, for Intel Assembly Language, C++, Visual Basic (beginning and advanced), and COBOL. His book Assembly Language for Intel-Based Computers has been translated into six languages. His first college degrees (B.M., M.M., and doctorate) were in Music Composition, at University of Hawaii and University of Miami. He began programming computers for music synthesis around 1982 and taught programmi.

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章节摘录

版权页：插图：An effective way to explain how a computer's hardware and software are related is called the virtual machine concept. A well-known explanation of this model can be found in Andrew Tanenbaum's book, Structured Computer Organization. To explain this concept, let us begin with the most basic function of a computer, executing programs. A computer can usually execute programs written in its native machine language. Each instruction in this language is simple enough to be executed using a relatively small number of Programmers would have a difficult time writing programs in LO because it is enormously detailed and consists purely of numbers. If a new language, LI, could be constructed that was easier to use, programs could be written in LI. There are two ways to achieve this: Interpretation: As the LI program is running, each of its instructions could be decoded and executed by a program written in language LO.

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《汇编语言程序设计(第6版)(影印版)》是大学计算机教育国外著名教材系列之一。



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