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results via screen shots.

An Introduction to the Intel Family of Microprocessors

A Hands-on Approach Utilizing the 8088 Microprocessor

Prentice Hall **This introduction to the Intel microprocessors offers: equal treatment of hardware and software, applications and a build-your-own 8088 based computer project. The text takes students through the software, interrupts, DOS, programming, hardware, memory, input/output and peripherals.**

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80286, 80386, and 80486

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Digital Experiments

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AutoCad for Interior Design and Space Planning

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8086/8088, 80286, 80386, and 80486 Assembly Language Programming

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68000 Assembly Language Programming and Interfacing

A Unique Approach for the Beginner

Prentice Hall **Using an integrated applications format, this book provides novice computer users a solid and complete foundation in both language programming and interfacing techniques. KEY TOPICS: The book explains each new idea and concept with a set of step-by-step instructions for its application in real life situations. Coverage is aimed at readers with no previous computer or digital experience.**

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Cumulative Book Index

A world list of books in the English language.

The Future Was Here

The Commodore Amiga

<u>MIT Press</u> **Exploring the often-overlooked history and technological innovations of the world's first true multimedia computer. Long ago, in 1985, personal computers came in two general categories: the friendly, childish game machine used for fun (exemplified by Atari and Commodore products); and the boring, beige adult box used for business (exemplified by products from IBM). The game machines became fascinating technical and artistic platforms that were of limited real-world utility. The IBM products were all utility, with little emphasis on aesthetics and no emphasis on fun. Into this bifurcated computing environment came the Commodore Amiga 1000. This personal computer featured a palette of 4,096 colors, unprecedented animation capabilities, four-channel stereo sound, the capacity to run multiple applications simultaneously, a graphical user interface, and powerful processing potential. It was, Jimmy Maher writes in The Future Was Here, the world's first true multimedia personal computer. Maher argues that the Amiga's capacity to store and display color photographs, manipulate video (giving amateurs access to professional tools), and use recordings of real-world sound were the seeds of the digital media future: digital cameras, Photoshop, MP3 players, and even YouTube, Flickr, and the blogosphere. He examines different facets of the platform—from Deluxe Paint to AmigaOS to Cinemaware—in each chapter, creating a portrait of the platform and the communities of practice that surrounded it. Of course, Maher acknowledges, the Amiga was not perfect: the DOS component of the operating systems was clunky and ill-matched, for example, and crashes often accompanied multitasking attempts. And Commodore went bankrupt in 1994. But for a few years, the Amiga's technical qualities were harnessed by engineers, programmers, artists, and others to push back boundaries and transform the culture of computing.**

The 68000 Microprocessor Family

Architecture, Programming, and Applications

<u>Prentice Hall</u>

Computer Numerical Control Programming of Machines

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Proceedings

Annual Conference Proceedings

16/32 Bit Microprocessors

68000/68010/68020 Software, Hardware, and Design Applications

Merrill Publishing Company **An integrated, practical introduction to 16-bit and 32-bit microprocessors using the Motorola 68000 family as examples for electronics engineering, computer science, and technology students.**

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Frontiers in Education 1995

Twenty-fifth Annual Conference : Proceedings, November 1-4, 1995, Atlanta, Georgia ; Engineering Education for the 21st Century

Program Interfacing 8086 8088

An Introduction to the Intel Family of Microprocessors

A Hands-on Approach Utilizing the 80x86 Microprocessor Family

Intended for two- or four-year electrical engineering, engineering technology, and computer science students. Eliminating the mystery of what a microprocessor is and what it does, this in-depth, hands-on exploration of the Intel 80X86 microprocessor family provides coverage of its hardware and software - giving equal treatment to both.

Digital Experiments Emphasizing Troubleshooting

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