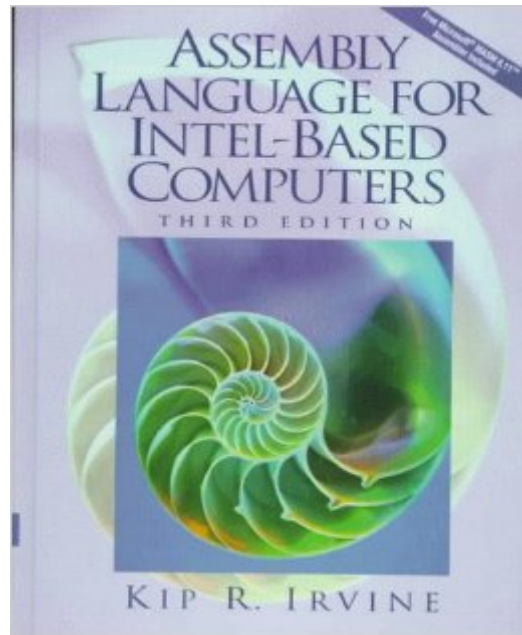


The book was found

# Assembly Language For Intel-Based Computers (3rd Edition)



## Synopsis

For undergraduate courses in assembly language programming and introductory courses in computer systems and computer architecture. This complete and fully updated study of assembly language for the IBM-PC teaches students how to write and debug programs at the machine level. Based on the Intel processor family, the text simplifies and demystifies concepts that students need to grasp before they can go on to more advanced computer architecture or operating systems courses. --This text refers to an alternate Hardcover edition.

## Book Information

Hardcover: 676 pages

Publisher: Macmillan Coll Div; 3rd edition (September 8, 1998)

Language: English

ISBN-10: 0136603904

ISBN-13: 978-0136603900

Product Dimensions: 1.2 x 8 x 9.8 inches

Shipping Weight: 2.8 pounds

Average Customer Review: 3.8 out of 5 stars [See all reviews](#) (65 customer reviews)

Best Sellers Rank: #61,637 in Books (See Top 100 in Books) #3 in [Books > Computers & Technology > Programming > Languages & Tools > Assembly Language Programming](#) #281 in [Books > Textbooks > Computer Science > Programming Languages](#) #428 in [Books > Computers & Technology > Software](#)

## Customer Reviews

This is a review for the Fourth Edition of Assembly Language for Intel-Based Computers by Kip Irvine. This book has just been released. I teach Assembly Language at a community college, and have used the third edition with much success. Matter of fact, I was so impressed by it that when Dr. Irvine asked if any of the current teachers who'd registered at his site wanted to review the fourth edition, which was still being written, I volunteered. The fourth edition is an organizational improvement on an already well-written book. The first nine chapters cover what I need to teach for an introduction to Assembly Language, required by Computer Science departments for a major in that field. Engineering programs can teach introductory hardware using it as well, with the emphasis on different chapters. The book starts with basic concepts of data representation and number-base conversions and moves on to the Intel IA-32 processor architecture. By the time we start to actually discuss Assembly Language in Chapter 3, the student understands why Assembly works the way it

does. That's no small feat. Unlike many Computer Science books purported to be for beginners, this one really is written for students near the beginning of their studies. It's aimed at those who have taken maybe one previous programming class. Dr. Irvine has a knack for reducing a very complex topic to its elements and explaining those elements so they're easily understood. It's possible to learn Assembly Language using this book alone, not taking a formal class, even though the text isn't really designed to be a Teach Yourself program. Assembly Language is a rather difficult topic, so the student would have to be very motivated.

This reviews the FORTH edition published July 25, 2002. This text addresses the needs of students who can write programs in a high-level language and wish to learn assembly language for the Intel family of microprocessors. The fourth edition contains an abundance of new material. The author introduces 32-bit protect-mode programming using the Microsoft Windows platform and he delays coverage of 16-bit real-mode programming using the MS-DOS platform until chapter 13. Only MS-DOS programming was covered in the previous edition. Each section contains review questions and each chapter ends with a summary and several programming exercises. The author clearly describes each concept and uses excellent diagrams and code examples throughout the text. Several new topics have been added to this edition such as graphics programming in both Windows and DOS applications. The early chapters present an overview of the Intel IA-32 architecture and cover the principles and techniques of programming Windows console applications in assembly language. The author has encapsulated the details of the Windows application interface in his 32-bit library, which the students use throughout the first 10 chapters. This allows the students to focus on learning and using the instruction set to create solutions to the programming problems. The details of his library routines are revealed in Chapter 11. Chapter 12 covers assembly language routines that can be called from a high-level language. Both 32-bit and 16-bit C/C++ compilers are used in the examples. The remaining chapters (13 through 17) cover 16-bit real-mode MS-DOS and BIOS programming in much the same way as was done in the third edition, but many more example programs have been added.

[Download to continue reading...](#)

Assembly Language for Intel-Based Computers (3rd Edition) Assembly Language for Intel-Based Computers (4th Edition) Introduction to 64 Bit Intel Assembly Language Programming for Linux: Second Edition Gun Digest Book of Firearms Assembly/Disassembly, Part 2: Revolvers (Gun Digest Book of Firearms Assembly/Disassembly: Part 1 Automatic Pistols) (Pt. 2) Kaizen Assembly: Designing, Constructing, and Managing a Lean Assembly Line Great Big World of Computers -

History and Evolution : 5th Grade Science Series: Fifth Grade Book History Of Computers for Kids  
(Children's Computer Hardware Books) Digitalk PARTS Workbench for Win32 - 32-Bit Parts  
Assembly and Reuse Tool Set - Script Language Guide - Win32 Series Version 3.0 ARM Assembly  
Language Programming & Architecture (ARM books) (Volume 1) Z80 Assembly Language  
Programming Raspberry Pi Assembly Language RASPBIAN Beginners: Hands On Guide  
Raspberry Pi Assembly Language RISC OS Beginners (Hands On Guide) Assembly Language and  
Systems Programming for the M68000 Family Assembly Language Step-by-step: Programming with  
DOS and Linux (with CD-ROM) Basic IBM Mainframe Assembly Language Programming Raspberry  
Pi Assembly Language Beginners: Hands On Guide 80386/80486 Assembly Language  
Programming Principles of Computer Organization and Assembly Language 6502 Assembly  
Language Programming X86 Assembly Language and C Fundamentals Optimizing Powerpc Code:  
Programming the Powerpc Chip in Assembly Language

[Dmca](#)