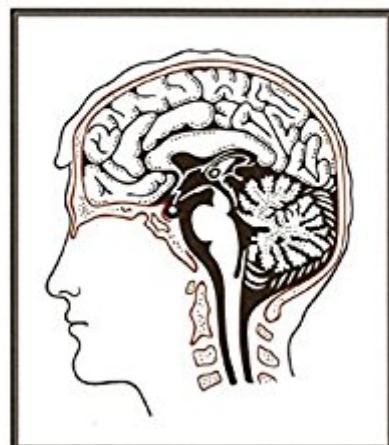


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The Brain Of The Computer

The Brain Of The Computer

EXPLAINING THE HARDWARE
AND THE BINARY NUMBERS THAT CONTROL IT



JAMES BUCHANAN



Synopsis

This book is about computer hardware fundamentals. It does not contain the normal information that you will usually find in hardware books. This book explains what the hardware does when executing single instruction codes. Each digital part that is used to execute an instruction and the binary numbers that control it, are thoroughly explained. I am going to use a video game that I programmed to demonstrate hardware operation. Before you buy this book let me send you the game for free so you can check it out. After playing the game, if you would like to know how the computer hardware works in my game, come back here and buy my book. In order to understand how a computer operates, you will need to know how they were designed. Fortunately, I have found a way to explain this difficult information. If you work through all of the examples in this book, you will understand computers. A basic computer block diagram and schematic diagram will be introduced in this book. Each logic part on the diagrams has a diagram of its own and is explained using simple terms. A 6502 web computer simulator will help you to understand the software and hardware in the computer. The simulator replicates a basic 6502 computer system and has a screen that goes with it. The 6502 CPU and its 6502 software is one of the easiest computers to learn. You will get a chance to put software together and see it operate on the simulator screen. The software is easy to use and fun to put together. Using simulator software routines, many hardware functions will be tested and explained. An important part of the book is the Etch-a-sketch® type game that I programmed for the 6502 simulator. The game is broken into software routines. Each routine is explained separately and then explained together as a whole. This book is somewhat like a work book computer course. Even though the content is easy to understand, work will be required to get to the end of the book. If you send me your e-mail, I will send you my game for free so you can try it out on your home computer. I believe that after you play the game you will want to know how it works. If you buy the book the game is included. My e-mail address is jfbuchanan78@yahoo.com

Book Information

File Size: 25794 KB

Publication Date: May 9, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01FG52RLI

Text-to-Speech: Not enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #839,476 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #162
in Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design >
Microprocessor Design #240 in Books > Computers & Technology > Programming > Software
Design, Testing & Engineering > Logic #14771 in Kindle Store > Kindle eBooks > Computers &
Technology

Customer Reviews

While 6502 platform by today's standard is far from leading edge, still can serve as a model for learning purpose of rudimentary building blocks which make up a CPU based computing system. In that respect I found Buchanan's book both informative & educational. Also the practical examples he presents adds more interest to the subject, so you're not just reading a bunch of theory and building blocks, but can envision putting them together to make a system that does something tangible. Don't get hung up on the syntax as it's written by a technician, not a technical writer, or a literary author, and that's what makes this book genuine, because it comes from someone who's been there and done it for real.

I was given a free copy of this book to read, so my review is not biased one way or another. What impressed me most about this book is that the author has a real knack for explaining a very complicated esoteric subject without the reader having to have advanced knowledge of computers. He does this by relating everyday situations and subjects to computer functions. We all use computers in our daily lives, and take for granted what's actually going on in this very complex machine. So using situations like Shopping in a grocery store, or buying a can of beans was really genius realizing these simple things to computer functions. We all, as children, used an Etch-a-Sketch. The author compares using this toy to describe computer programming. He used a water hose, music box, playing a guitar, and running a washing machine as objects to further demonstrate and help the reader understand the basics of programming and computer functions. I highly recommend this book to people who want to learn about the computer without having a technical background. The authors attempt to make an extremely complicated subject on a simpler more understandable level, was genius in my opinion. Job well done!

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