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computer hardware for undergraduate computer scientists and engineers and includes a companion  
website to give lecturers additional notes.

Principles of Computer Hardware, now in its third edition, provides a first course in computer  
architecture or computer organization for undergraduates. The book covers the core topics of such a  
course, including Boolean algebra and logic design; number bases and binary arithmetic; the  
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cover the related topics of computer peripherals such as printers; the hardware aspects of the operating  
system; and data communications, and hence provides a broader overview of the subject. Its  
readable, tutorial-based approach makes it an accessible introduction to the subject. The book has  
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softwaresimulations of digital systems to accompany the chapters on digital design; \* a tutorial-based  
introduction to assembly language, including many examples; \* a completely rewritten chapter on RISC,  
which now covers the ARM computer.

The Principles of Computer Hardware, now in its third edition, provides a readable, tutorial based  
introduction to the subject for undergraduate computer scientists and engineers.

Written in a highly accessible style, this introduction covers the entire range of hardware-related topics.  
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advanced or new topics (such as local area networks) not found in conventional introductory texts.  
Where appropriate, hardware is related to software considerations, and day-to-day engineering practice  
is emphasized. Numerous worked examples provide students with hands-on experience. Undergraduate  
computer science and electronics students will benefit from Clement's informal yet challenging  
approach.

This book thoroughly explains how computers work. It starts by fully examining a NAND gate, then goes on to build every piece and part of a small, fully operational computer. The necessity and use of codes is presented in parallel with the appropriate pieces of hardware. The book can be easily understood by anyone whether they have a technical background or not. It could be used as a textbook.

Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems, distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and professional computer systems designers. Features: Concepts of computer system design guided by fundamental principles. Cross-cutting approach that identifies abstractions common to networking, operating systems, transaction systems, distributed systems, architecture, and software engineering. Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS). Numerous pseudocode fragments that provide concrete examples of abstract concepts. Extensive support. The authors and MIT OpenCourseWare provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects.

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.