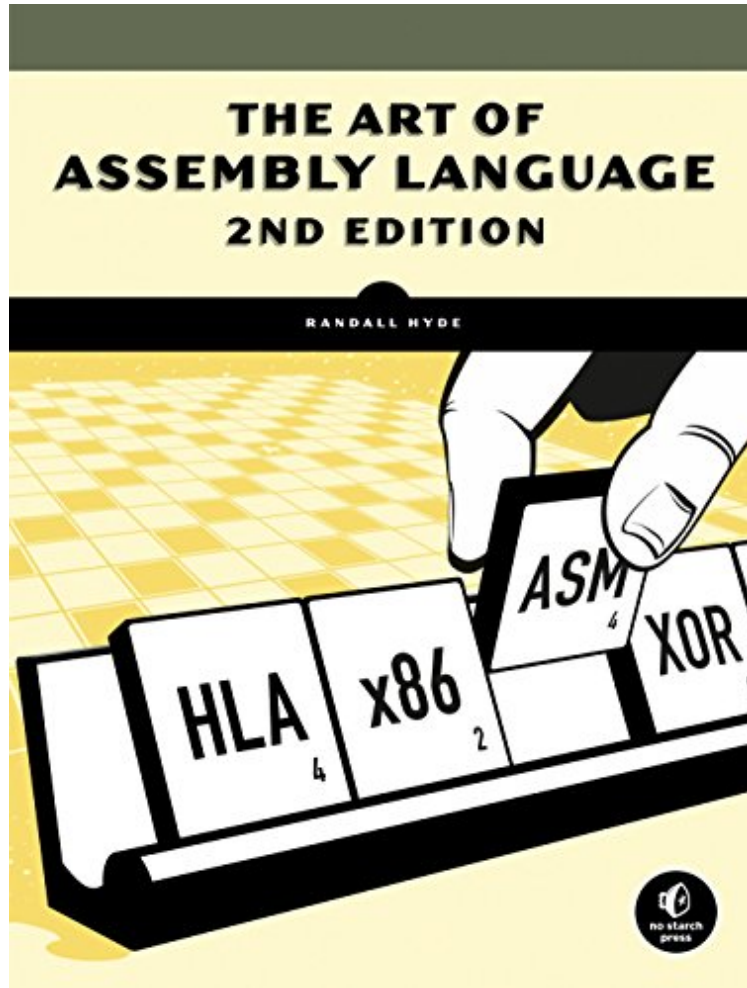


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The Art of Assembly Language, 2nd Edition

Von Randall Hyde

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Von Randall Hyde : The Art of Assembly Language, 2nd Edition before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Assembly Language, 2nd Edition:

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Ich verstehe den Hype um dieses Buch nichtVon LukasIch habe mir dieses Buch gekauft, nachdem es mir des fteren empfohlen wurde. Leider kann ich diese Empfehlungen nicht nachvollziehen.Sicher, das Buch ist sehr, sehr ausfhrlich und geht auf viele Themen in groem Detail ein. Auch die verwendete Sprache, HLA (High Level Assembler) strt mich nicht grundstzlich. Es stimmt zwar, dass es sich hierbei nicht um "richtigen" Assembler handelt, die High Level Abstraktionen werden aber allesamt erklrt und demystifiziert. Der Leser wird so langsamer und "schonender" an den Stoff heran gefhrt.Was mich aber enorm strt ist die unheimliche Langsamkeit des Buches. Es wird sehr viel wiederholt und in einer Art und Weise erklrt, welche den Anschein erweckt der Autor wolle mglichst viele Seiten fllen. Ich denke auf der Hilfe der Seiten htte das gleiche gesagt werden knnen.Nachdem man sich durch das ganze Buch gearbeitet hat

will man natrlich auch ein Programm in Assembler schreiben... HLA? Verwendet kein Mensch! Wenigstens eine Einfhrung in NASM etc wre hilfreich gewesen.Schade, denn einen guten Ansatz ist auf jeden Fall vorhanden.

KurzbeschreibungAssembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use.Since 1996, Randall Hyde's The Art of Assembly Language has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming.As you read The Art of Assembly Language, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code.You'll learn how to:Edit, compile, and run HLA programsDeclare and use constants, scalar variables, pointers, arrays, structures, unions, and namespacesTranslate arithmetic expressions (integer and floating point)Convert high-level control structuresThis much anticipated second edition of The Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language.

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Synopsis Presents assembly language from the high-level programmer's point of view, so you can start writing meaningful programs within days. The High Level Assembler (HLA) that accompanies the book is the first assembler that allows you to write portable assembly language programs that run under either Linux or Windows with nothing more than a recompile. The CD-ROM includes the HLA and the HLA Standard Library, all the source code from the book, and over 50,000 lines of additional sample code, all well-documented and tested. The code compiles and runs as-is under Windows and Linux.