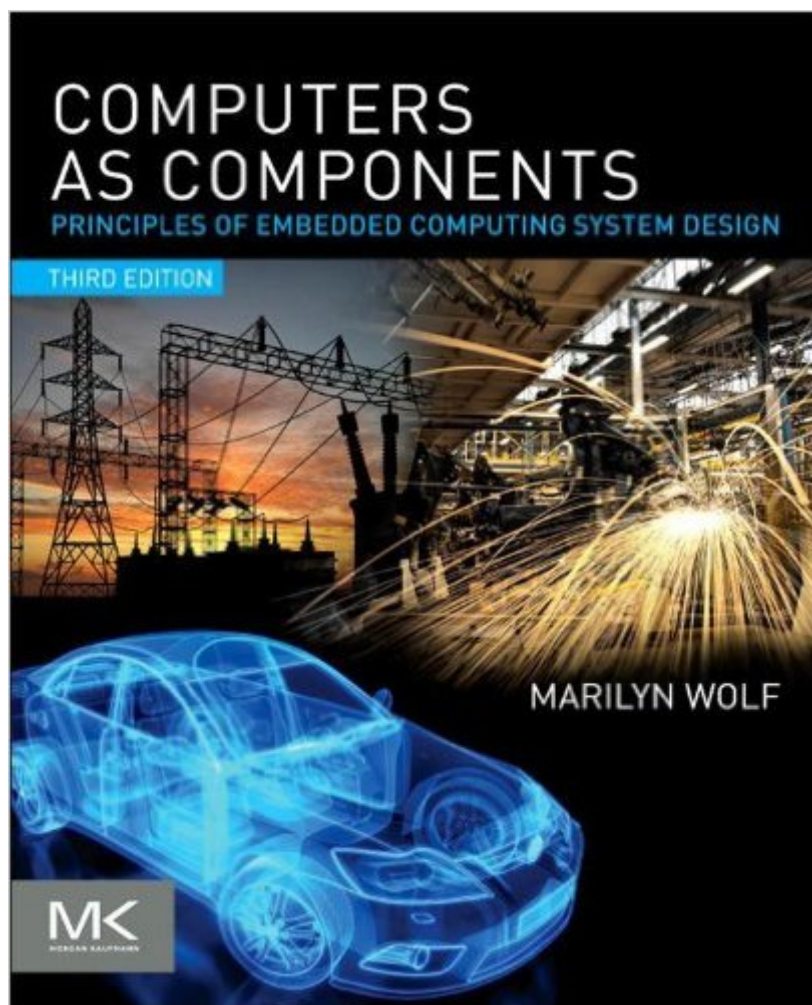


The book was found

Computers As Components: Principles Of Embedded Computing System Design (The Morgan Kaufmann Series In Computer Architecture And Design)



Synopsis

Computers as Components: Principles of Embedded Computing System Design, 3e, presents essential knowledge on embedded systems technology and techniques. Updated for today's embedded systems design methods, this edition features new examples including digital signal processing, multimedia, and cyber-physical systems. Author Marilyn Wolf covers the latest processors from Texas Instruments, ARM, and Microchip Technology plus software, operating systems, networks, consumer devices, and more. Like the previous editions, this textbook: Uses real processors to demonstrate both technology and techniques Shows readers how to apply principles to actual design practice Stresses necessary fundamentals that can be applied to evolving technologies and helps readers gain facility to design large, complex embedded systems Updates in this edition include: Description of cyber-physical systems: physical systems with integrated computation to give new capabilities Exploration of the PIC and TI OMAP processors High-level representations of systems using signal flow graphs Enhanced material on interprocess communication and buffering in operating systems Design examples include an audio player, digital camera, cell phone, and more Description of cyber-physical systems: physical systems with integrated computation to give new capabilities Exploration of the PIC and TI OMAP multiprocessors High-level representations of systems using signal flow graphs Enhanced material on interprocess communication and buffering in operating systems Design examples include an audio player, digital camera, cell phone, and more

Book Information

File Size: 5729 KB

Print Length: 530 pages

Page Numbers Source ISBN: 0123884365

Publisher: Morgan Kaufmann; 3 edition (June 12, 2012)

Publication Date: June 12, 2012

Sold by: Digital Services LLC

Language: English

ASIN: B0089WJ2J6

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #563,211 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #97

inÂ Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design > Embedded Systems #106 inÂ Books > Computers & Technology > Hardware & DIY >

Microprocessors & System Design > Microprocessor Design #436 inÂ Books > Computers & Technology > Hardware & DIY > Design & Architecture

Customer Reviews

Easy to enjoy, chapter 2 instructions sets, chapter 3 CPU and chapter 4 bus-based computer system covers basics of hw. the figures/diagrams are distinguish-ably simple and illustrative in making good point, chapter 6 focus on OS, overall the book covers a wide range of subjects from CPU to design and performance without being too academic, seemly to have particular strength on BUS and video related topics, many of the example code using ARM instructions.

This book is a comprehensive one with full usefull and practical technical details and applications. Nice and good work and Thanks!

I bought this for Microprocessors class. Great source of knowledge.

good book!

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

Computers as Components, Third Edition: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design) Computers as Components: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Architecture, Fifth Edition: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) ARM System Developer's Guide: Designing and Optimizing System Software (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design, Fourth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design, Third Edition: The Hardware/Software Interface, Third Edition (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware Software Interface: ARM Edition (The Morgan Kaufmann

Series in Computer Architecture and Design) Skew-Tolerant Circuit Design (The Morgan Kaufmann Series in Computer Architecture and Design) Foundations of Analog and Digital Electronic Circuits (The Morgan Kaufmann Series in Computer Architecture and Design) See MIPS Run, Second Edition (The Morgan Kaufmann Series in Computer Architecture and Design) Routing, Flow, and Capacity Design in Communication and Computer Networks (The Morgan Kaufmann Series in Networking) VLSI Test Principles and Architectures: Design for Testability (The Morgan Kaufmann Series in Systems on Silicon) Learning Processing, Second Edition: A Beginner's Guide to Programming Images, Animation, and Interaction (The Morgan Kaufmann Series in Computer Graphics) Real-Time Shader Programming (The Morgan Kaufmann Series in Computer Graphics) MEL Scripting for Maya Animators, Second Edition (The Morgan Kaufmann Series in Computer Graphics) Pervasive Games: Theory and Design (Morgan Kaufmann Game Design Books) Visual Thinking for Design (Morgan Kaufmann Series in Interactive Technologies) Computer Architecture: Fundamentals and Principles of Computer Design Embedded Systems Architecture: A Comprehensive Guide for Engineers and Programmers (Embedded Technology)

[Dmca](#)