

1. Record Nr.	UNINA9910450251603321
Titolo	Theoretical approaches to universals [[electronic resource] /] / edited by Artemis Alexiadou
Pubbl/distr/stampa	Amsterdam ; ; Philadelphia, PA, : J. Benjamins Pub., c2002
ISBN	9786612254581 0-585-46249-6 1-282-25458-8 90-272-9756-8
Descrizione fisica	viii, 316 p. : ill
Collana	Linguistik aktuell, , 0166-0829 = Linguistics today ; ; v. 49
Altri autori (Persone)	AlexiadouArtemis
Disciplina	415/.01
Soggetti	Linguistic universals Grammar, Comparative and general Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Papers from a conference on universals organized by the Research Center for General Linguistics, the Linguistics Department of the University of Potsdam and the Dutch Graduate School in Linguistics and hosted in Berlin in March 1999.
Nota di bibliografia	Includes bibliographical references and index.

2. Record Nr.	UNINA9910817555403321
Autore	Owad Tom
Titolo	Apple I replica creation: back to the garage // Tom Owad
Pubbl/distr/stampa	Rockland, MA, : Syngress Publishing, c2005
ISBN	1-281-07310-5 9786611073107 0-08-049921-X 1-59749-023-7
Edizione	[1st ed.]
Descrizione fisica	1 online resource (369 p.)
Disciplina	004.165
Soggetti	Apple computer Microcomputers
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Apple I Replica Creation: Back to the Garage; Copyright Page; Contents; Foreword; Chapter 1. The History of the Apple I; Introduction; The Apple I; The Apple I Owners Club; Apple I Pioneer Interviews; Summary; Chapter 2. Tools and Materials; Introduction: Tools You'll Need; Multimeter; Logic Probe; Breadboard; Wire-Wrap Tools; Soldering Iron and Materials; Power Supply; TTL Chips; Circuit Boards and Software Tools; Chip Pullers and Straighteners; Keyboard and Monitor; Ambience; Chapter 3. Digital Logic; Introduction; Breadboarding; Electricity; Gates; Circuits with Algebra Latches and Flip-FlopsWhat Is Data?; A Few More Chips; Summary; Chapter 4. Building the Replica; Introduction; Learning to Solder; Assembling the Replica I; Serial I/O Board; Using McCAD EDS SE; Summary; Chapter 5. Programming in BASIC; Introduction; Setting Up BASIC; Hello World; Input , Variables, Strings; Math; FOR/NEXT; IF/THEN; GOSUB; Arrays; Strings, In Depth; PEEK and POKE; The CALL Command; Commands; Error Codes; Richard III: Interactive Fiction; Summary; Chapter 6. Programming in Assembly; Introduction; Using the Monitor; Setting Up the Assembler; Registers; Hello World TV TypewriterX and Y; Memory Addressing; Interacting with Memory; Printing Strings; String Subroutines; Bit Representation; Using the Stack;

Bit Manipulation; Math Calculations; Summary; Chapter 7.
Understanding the Apple I; Introduction; Bus; Clock; Processor;
Memory; I/O with the 6821; Keyboard In; Video Out; Summary;
Appendix A. ASCII Codes; Appendix B. Operation Codes and Status
Register; Appendix C. OpCode Matrix; Appendix D. Instructions by
Category; Load and Store; Arithmetic; Increment and Decrement; Shift
and Rotate; Logic; Compare and Test Bit; Branch; Transfer; Stack
Subroutines and JumpSet and Clear; Miscellaneous; Appendix E.
Hacking Macintosh; Compubrick SE; Building a UFO Mouse; Adding
Colored Skins to the Power Macintosh G4 Cube; Other Hacks and
Resources; Appendix F. Electrical Engineering Basics; Introduction;
Fundamentals; Basic Device Theory; Microprocessors and Embedded
Systems; Soldering Techniques; Common Engineering Mistakes; Web
Links and Other Resources; Syngress Publishing License Agreement;
Index

Sommario/riassunto

The perfect book for computer hobbyists, Apple I Replica Creation: Back to the Garage is sure to equally appeal both to kids with gift certificates looking for fun on a snowy January day as well as to adults eager to learn the basics of simple microcomputer design. The book will begin by teaching readers the basics of computer processing by discussing the functionality of the 9 chip on the Apple I motherboard. From there, readers will be taught the basics of memory access and video input and output. Readers then learn how to assemble the various hardware components into a fully functioning App
