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Nota di contenuto	Cover -- Contents -- Front Matter -- Title Page -- Title, Author, and Publisher -- Publisher Information -- Dragon Machine Language for the Absolute Beginner -- Chapter 1: The Beginning -- Chapter 2: What is a Micro-Computer? -- Chapter 3: Computers and Numbers -- Binary -- Negative Numbers -- Exponential Numbers -- Hexadecimal Numbers -- Binary Coded Decimal -- Decimal-Hexadecimal-Binary-Conversion Program -- Chapter 4: What is Machine Language? -- Chapter 5: What is Assembly Language? -- Chapter 6: The Dragon -- Chapter 7: The 6809 -- Registers -- Modes -- Chapter 8: Easy -- Chapter 9: Handy -- Chapter 10: Let's Get Logical -- Chapter 11: Condition Codes -- Decisions, Decisions -- Loops -- Chapter 12: Stacks and Subroutines -- Chapter 13: The 6809 Instruction Set -- Chapter 14: Demonstration Programs -- Introduction -- A) The No OPeration Instruction -- B) The Complete Byte and Register Handlers -- C) The Arithmetic Instructions -- D) The Logical Instructions -- E) Comparisons -- F) The Branch and Jump Instructions -- G) The Rotate Instructions -- H) The Stack Handling Instructions -- I) The Interrupt Instructions -- Chapter 15: Programming Your Dragon -- Planning Your Machine Language Programs -- Entering and Running Machine Language Programs -- Monitor Program -- Chapter 16: Sample Programs -- Introduction -- The PIA (Peripheral Interface Adaptor) -- Screen Memory -- The Hardware -- The Use of the Direct Page --

Program: PIA Keys -- Program: Score -- Program: Explode -- Program: Music -- Program: Demo -- Back Matter -- Appendices -- Appendix A: Colour Set Table -- Appendix B: Graphics Modes -- Appendix C: Handy Memory Locations in the Dragon -- Appendix D: Handy ROM Routines -- Appendix E: ASCII Codes for Keys -- Appendix F: Character Codes -- Appendix G: Base Conversions -- Appendix H: 6809 Instruction Set Summary -- Also Available.

Sommario/riassunto	First published in 1983, this easy-to-follow guide to using machine language on the Dragon 32 gave users an excellent insight into the acclaimed machine that many considered well ahead of its time. Though it was more powerful and quicker than many of its competitors, the Dragon 32 never gained the success of other 8-bit computers of the day such as the Commodore 64 or the ZX Spectrum. Despite this, the classic machine still retains a dedicated following to this day. Not only is this remastered version perfect for hobbyists and collectors, it is also a highly useful resource for those interested in programming retro games and utilities.* * *As the original publisher Melbourne House wrote:Write faster, more powerful space saving programs for your Dragon.Written exclusively for Dragon users, Dragon Machine Language for the Absolute Beginner offers a complete instruction course in 6809 Machine Language, with particular reference to the Dragon 32.Even with no previous experien.