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Nota di contenuto	1: Using BIOS Services -- 2: Using BIOS Services -- 3: Prefer glibc Over Calls to the BIOS -- 4: Passing Information to a Program on the Command Line -- 5: Using Macros and Passing Arguments on the Stack -- 6: Conditional Compilation and Conditional Builds -- 7: Recursion -- 8: Using Floating Point Registers -- 9: The commaSeparate Utility Program -- 10: The hhmss Utility Program -- 11: Creating a Shared Library -- 12: Sorting an Array of Integers -- 13: Sorting and Array of Strings -- 14: Finding, Reading and Sorting File and Directory Information -- 15: Creating and Solving a Linked List -- 16: Creating and Sorting a Linked List -- 17: Reading and Sorting File and Directory -- 18: Reading File and Directory Information -- Afterword -- Appendix A.
Sommario/riassunto	Learning assembly language won't make you a faster programmer. It won't enable you to create portable, write-once, run-anywhere programs. So why learn it? The answer is that it will make you a better programmer. Author John Schwartzman takes a fresh look at low-level programming and explores how to write programs using the BIOS and glibc. This laboratory-based book aids the writing of high-level structured programs by showing what the processor can and can't do and how it does it. You'll take apart high-level structured C/C++ and show what the CPU is doing at every stage of the program. The book introduces programs and activities throughout the development

process, providing sample code, makefiles, and shell scripts for each example program. With the help of Assembly Language Reimagined you'll become a more capable and versatile computer engineer. You will: Explore a new perspective on the Intel x64 microprocessor for low-level programming Understand what a processor is doing while a high-level structured computer language program is being run Solve problems with the help of software. See why assembly language programming is essential for every serious student of computer science.
