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                          -- 8: Using Floating Point Registers -- 9: The commaSeperate Utility
                          Program -- 10: The hhmmss Utility Program -- 11: Creating a Shared
                          Library -- 12: Sorting an Array of Integers -- 13: Sorting and Array of

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.