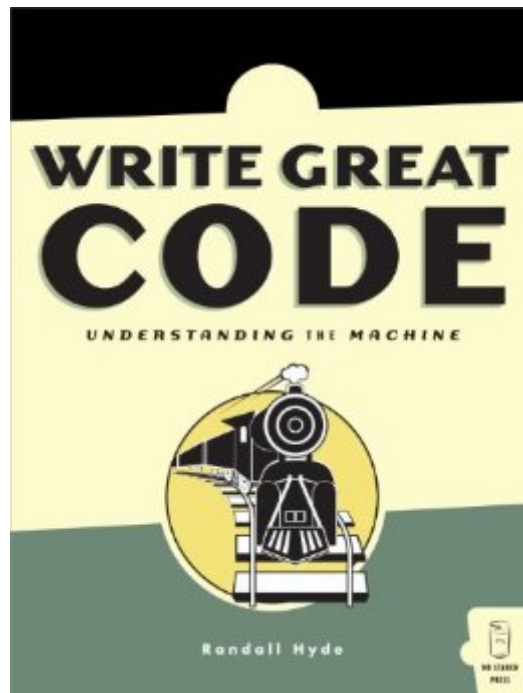


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# Write Great Code: Volume I: Understanding The Machine



## Synopsis

If you've asked someone the secret to writing efficient, well-written software, the answer that you've probably gotten is "learn assembly language programming." By learning assembly language programming, you learn how the machine really operates and that knowledge will help you write better high-level language code. A dirty little secret assembly language programmers rarely admit to, however, is that what you really need to learn is machine organization, not assembly language programming. Write Great Code Vol I, the first in a series from assembly language expert Randall Hyde, dives right into machine organization without the extra overhead of learning assembly language programming at the same time. And since Write Great Code Vol I concentrates on the machine organization, not assembly language, the reader will learn in greater depth those subjects that are language-independent and of concern to a high level language programmer. Write Great Code Vol I will help programmers make wiser choices with respect to programming statements and data types when writing software, no matter which language they use.

## Book Information

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## Customer Reviews

As computers have gotten smaller and faster, developers have become more and more removed from the lowest levels of programming. Randall Hyde's new book *Write Great Code - Volume 1: Understanding The Machine* (No Starch Press) will help you get back to the basic levels of how computers work and how that affects your programming. Chapter List: What You Need To Know To Write Great Code; Numeric Representation; Binary Arithmetic And Bit Operation; Floating-Point Representation; Character Representation; Memory Organization And Access; Composite Data Types And Memory Objects; Boolean Logic And Digital Design; CPU Architecture; Instruction Set Architecture; Memory Architecture And Organization; Input And Output (I/O); Thinking Low-Level, Writing High-Level; ASCII Character Set; Index It used to be you couldn't program at all without knowing this material. The design of a program was tied closely to the machine architecture, and it drove the instruction set and the overall programming decisions. But now the higher-level programs have made it easier for mere mortals to write a program and be completely oblivious to how a CPU executes an instruction or loads data from memory. Hyde goes into great detail on all the instructional design and theory, and I'd venture to guess that a very small number of programmers (and I'm not one of them) know most of this information. The assumption is that you'll know at least one procedural language (like C, C++, BASIC, or assembly). He rotates examples among C, C++, Pascal, BASIC, and assembly so as to keep the examples as language-neutral as possible.

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