



32/64- Bit 80X86 Assembly Language Architecture

By James C. Leiterman

BPB Publications, 2007. Softcover. Condition: New. The increasing complexity of Programming Environments provides a number of opportunities for assembly Language programmers. 32/64-Bit to break through that complexity by programming Intel step-by-step understanding of programming Intel and AMD 80X86 processors in assembly language. This Book explains 32-bit and 64-bit of the SIMD (single instruction multiple data) instruction supersets that bring the 80x86 gives insight into the FPU (floating-point unit) strategies for optimizing code. Contents Preface Chap. 1 : Introduction Chap. 2 : Coding Standards Chap. 3 : Processor Differential Insight Chap. 4 : Bit Mangling Chap. 5 : Bit Wrangling Chap. 6 : Data Conversion Chap. 7 : Integer Math Chap. 8 : Floating-Point Anyone? Chap. 9 : Comparison Chap. 10 : Branching Chap. 11 : Branchless Chap. 12 : FP Vector Addition and Subtraction Chap. 13 : FP Vector Multiplication and Division Chap. 14 : Floating-Point Deux Chap. 15 : Binary Coded Decimal (BCD) Chap. 16 : What CPUID? Chap. 17 : Pc I/O Chap. 18 : System Chap. 19 : Gfx `r` Asm Chap. 20 : MASM vs. NASM vs. TASM vs. WASM Printed Pages: 0.



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Reviews

A top quality publication and also the font employed was interesting to learn. It is really simplistic but excitement within the fifty percent from the book. Its been designed in an remarkably basic way in fact it is only following i finished reading this pdf where in fact changed me, modify the way i believe.

-- Rachel Stiedemann

Extensive guide! Its such a very good read. I really could comprehend almost everything out of this created e ebook. You will like how the writer write this ebook.

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