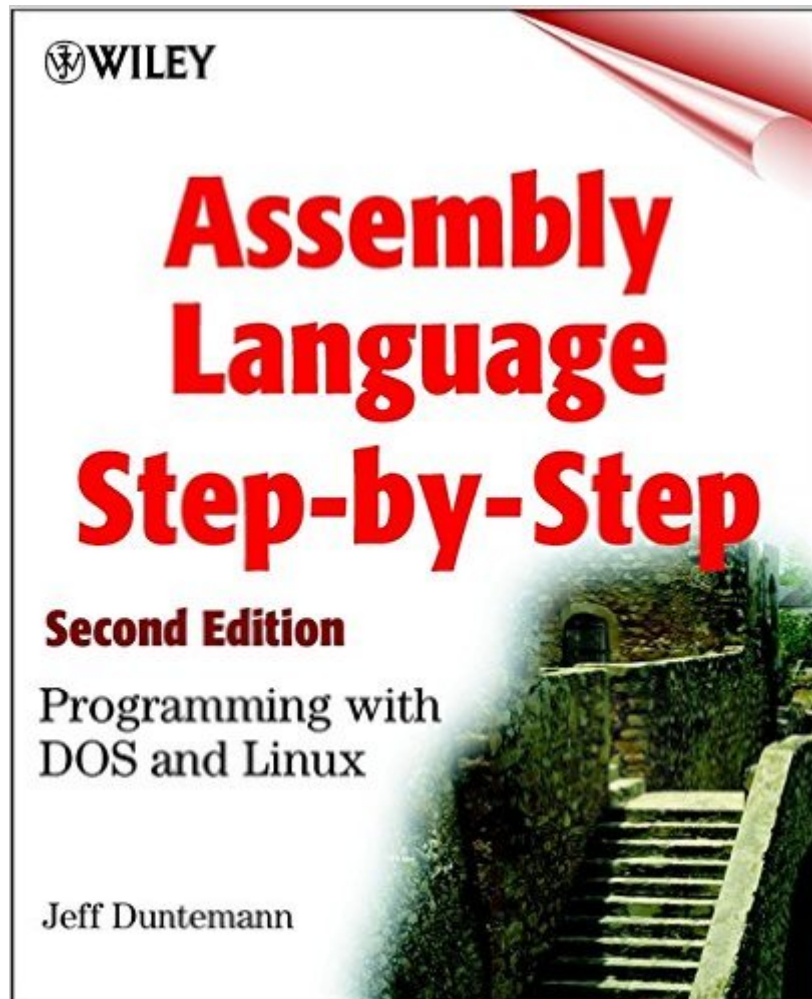


The book was found

# Assembly Language Step-by-step: Programming With DOS And Linux (with CD-ROM)



## Synopsis

The bestselling guide to assembly language-now updated and expanded to include coverage of Linux This new edition of the bestselling guide to assembly programming now covers DOS and Linux! The Second Edition begins with a highly accessible overview of the internal operations of the Intel-based PC and systematically covers all the steps involved in writing, testing, and debugging assembly programs. Expert author Jeff Duntemann then presents working example programs for both the DOS and Linux operating systems using the popular free assembler NASM. He also includes valuable information on how to use procedures and macros, plus rare explanations of assembly-level coding for Linux, all of which combine to offer a comprehensive look at the complexities of assembly programming for Intel processors. Providing you with the foundation to create executable assembly language programs, this book:

- \* Explains how to use NASM-IDE, a simple program editor and assembly-oriented development environment
- \* Details the most used elements of the 86-family instruction set
- \* Teaches about DEBUG, the single most useful tool you have as an assembly language programmer
- \* Examines the operations that machine instructions force the CPU to perform
- \* Discusses the process of memory addressing
- \* Covers coding for Linux

The CD-ROM includes:

- \* Net-Wide Assembler (NASM) for both DOS and Linux
- \* NASM-IDE, a command shell and code editor for DOS
- \* ALINK, a free linker for DOS programming
- \* All program code examples from the book

## Book Information

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## Customer Reviews

What I was looking for: With very little assembly language programming experience, I wanted to start writing assembly language for my linux box. What I found in Step-by-Step: The best introduction to computer science I've ever read. I'm tempted to recommend the first couple chapters to anyone interested in starting to program- whether assembly or even with a high level language. What I got: After reading the book I've acquired a solid knowledge base to do assembly in -any- environment...and more importantly, his style of writing didn't kill my fascination and desire to start writing code at the assembly level. Some of what he gives you is "out-of-date". You're likely to do your assembly language programming under protected mode--whether with Linux or Windows NT/2000. Though this makes a large size of the book "out-of-date" it DOES NOT make it worthless or not worth reading. For me, who had no knowledge of the differences between these memory models before reading the book, it was very useful information to have. I was hesitant of his claims in the 2nd edition that learning real mode would help me with protected, fearing he was covering up an incomplete 2nd edition, but in retrospect I appreciate his coverage, though I'll -never- write assembly code using real mode techniques. This book gave me the foundation to go in any direction I want to take with assembler. I'm able to read those terse online quick starts for assembly language programming with linux and am off and running. Excellent foundation, gets you excited about the long learning road ahead. A wonderful place to start. He doesn't just give you an instruction set and briefly describe the memory model..

This book is great for assembly beginners. The author has a great style of writing that is casual, compelling, at times humorous, and most importantly, honest and instructive. What stymies most newcomers is the lack of explanation of details, which is positively essential when learning assembly, due to its fairly arcane nature. This is where the author shines. Before I read this book, I had difficulty with the concept of memory segments, but Step-by-Step provided an easily understood explanation of what they were, what they do, and how to use them. Another essential tool for the aspiring assembly programmer that is explained in this book is DOS's program DEBUG. The author devotes enough time on this subject so that you, the programmer can actually utilize some of DEBUG's main features. The book also introduces a few of DOS's and the BIOS's system services that are directly available to assembly programs. Each service that the author discusses is thoroughly covered and shouldn't leave anyone dissatisfied. Of course, no book can cover "it all" (except maybe the Good Book). You'll need to buy more after this. Just think of Step-by-Step as a "primer" (you couldn't expect to read and understand War and Peace if you can't understand

Run-away Bunny). This book is written by a 30-year veteran of assembly language (among other languages) and of technology and electronics in general. His knowledge is vast and he understands that imposing that vast knowledge on a beginner all at once would be illogical. So, in the authors own words, this book is intended to help you learn how to learn assembly. I'm sure you've heard it before in other tech-book reviews: "You won't be a/n wiz once you finish reading this book.

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