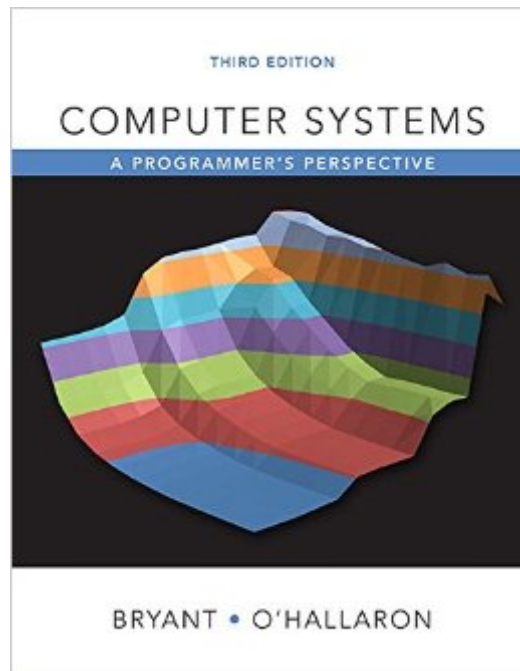


The book was found

Computer Systems: A Programmer's Perspective (3rd Edition)



Synopsis

standalone product; MasteringEngineering® does not come packaged with this content. If you would like to purchase both the physical text and MasteringEngineering search for 0134123832 / 9780134123837 Computer Systems: A Programmer's Perspective plus MasteringEngineering with Pearson eText -- Access Card Package, 3/e Package consists of: 013409266X/9780134092669 Computer Systems: A Programmer's Perspective, 3/e 0134071921/9780134071923 MasteringEngineering with Pearson eText -- Standalone Access Card -- for Computer Systems: A Programmer's Perspective, 3/e MasteringEngineering should only be purchased when required by an instructor. For courses in Computer Science and Programming Computer systems: A Programmer's Perspective explains the underlying elements common among all computer systems and how they affect general application performance. Written from the programmer's perspective, this book strives to teach readers how understanding basic elements of computer systems and executing real practice can lead them to create better programs. Spanning across computer science themes such as hardware architecture, the operating system, and systems software, the Third Edition serves as a comprehensive introduction to programming. This book strives to create programmers who understand all elements of computer systems and will be able to engage in any application of the field--from fixing faulty software, to writing more capable programs, to avoiding common flaws. It lays the groundwork for readers to delve into more intensive topics such as computer architecture, embedded systems, and cybersecurity. This book focuses on systems that execute an x86-64 machine code, and recommends that programmers have access to a Linux system for this course. Programmers should have basic familiarity with C or C++. Also available with MasteringEngineering MasteringEngineering is an online homework, tutorial, and assessment system, designed to improve results through personalized learning. This innovative online program emulates the instructor's office hour environment, engaging and guiding students through engineering concepts with self-paced individualized coaching. With a wide range of activities available, students can actively learn, understand, and retain even the most difficult concepts. Students, if interested in purchasing this title with MasteringEngineering, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.

Book Information

Hardcover: 1120 pages

Publisher: Pearson; 3 edition (March 12, 2015)

Language: English

ISBN-10: 013409266X

ISBN-13: 978-0134092669

Product Dimensions: 7.6 x 1.1 x 9 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (22 customer reviews)

Best Sellers Rank: #16,744 in Books (See Top 100 in Books) #79 in [Books > Computers & Technology > Computer Science](#) #176 in [Books > Textbooks > Computer Science](#) #4840 in [Books > Reference](#)

Customer Reviews

I read the first two chapters and I'm astonished. This book is excellent, well written, with lots of exercises that will help you understand what you read. Recommended to anyone who wants to learn how computers actually work.

This book is superb for a mathematician like me who wants to understand how computer systems work without spending a lot of time trying to understand the hardware.

A must for any computer engineer!

Great book, this is a must for all undergrad CS students!

Its good but really really expensive book!!

I have this textbook for 15-213 at CMU. Awesome book, covering topics in detail, but making sure the detail is meaningful, instead of excessive. The idea of the book is great too "A Programmer's Perspective", basically "here is how you properly exploit the design of the system" rather than getting into too much assembly code and fine-grained detail about the system itself.

Overpriced, of course, as all textbooks are. However, outstanding. A modern classic. It will be on my shelf next to Tannenbaum for many years to come.

If you are a computer engineer, you should buy this book and read it everyday. It is a masterpiece.

[Download to continue reading...](#)

Draw in Perspective: Step by Step, Learn Easily How to Draw in Perspective (Drawing in Perspective, Perspective Drawing, How to Draw 3D, Drawing 3D, Learn to Draw 3D, Learn to Draw in Perspective) Computer Systems: A Programmer's Perspective (3rd Edition) Computer Systems: A Programmer's Perspective (2nd Edition) Computer Systems: International Version: A Programmer's Perspective XSLT 2.0 Programmer's Reference (Programmer to Programmer) Professional Jini (Programmer to Programmer) Microsoft Win32 Programmer's Reference Library: Multimedia (Microsoft Windows Programmer's Reference Library) Microsoft Win32 Programmer's Reference: Introduction Platforms, and Index (Microsoft Windows Programmer's Reference Library) Professional ASP.NET 2.0 AJAX (Programmer to Programmer) Java Programmer's Reference: Programmer's Reference Professional JSP: Using JavaServer Pages, Servlets, EJB, JNDI, JDBC, XML, XSLT, and WML to Create Dynamic and Customizable Web Content (Programmer to Programmer) Professional Xsl (Programmer to programmer) Professional Microsoft SQL Server 2014 Integration Services (Wrox Programmer to Programmer) Beginning ASP.NET 4.5.1: in C# and VB (Wrox Programmer to Programmer) Beginning Perl (Programmer to Programmer) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) A-Life for Music: Music and Computer Models of Living Systems (Computer Music and Digital Audio Series) Error-Control Coding for Computer Systems (Prentice Hall series in computer engineering) Performance and Evaluation of Lisp Systems (Computer Systems Series)

[Dmca](#)