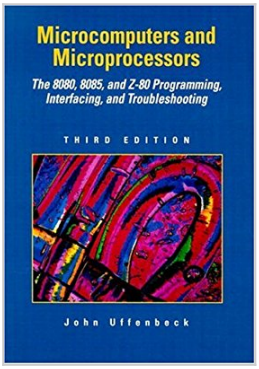

Microcomputers and Microprocessors: The 8080, 8085, and Z-80 Programming, Interfacing, and Troubleshooting (3rd Edition)

By John Uffenbeck

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Loaded with troubleshooting tips, this guide will help users develop an understanding of the hardware components of a microcomputer system and the role of the software to control that hardware. Highlights three compatible 8-bit microprocessor chips as models—the Intel 8080 and 8085, and the Zilog Z-80—and takes readers step-by-step through the building of a microcomputer to help them learn the differences between RAM and ROM and how these two types of memory are interfaced to the microprocessor; how the input and output port works; and how to construct a serial interface. Uses 14 detailed program examples to illustrate common programming techniques used in software, and culminates with the development of an assembly language game program called NIM. Covers the latest memory technologies, i.e, flash memory and synchronous drams; new modem standards, such as the V.34 28.8K and V.90 56K; changes in floppy and hard disk technologies; and detailed descriptions on each of the 80x86 processor family members through the Pentium II. Contains over 50 quality illustrations and diagrams, and describes more than 70 lab projects. For electrical engineers, or anyone seeking a foundation in microcomputer technology.

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Editorial Review

From the Back Cover
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