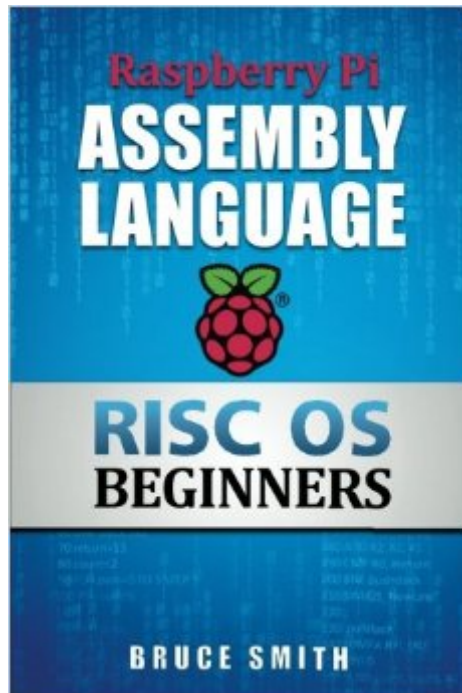


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# Raspberry Pi Assembly Language RISC OS Beginners (Hands On Guide)



## Synopsis

This is a Hands-On-Guide to learning to program ARM assembly language on the Raspberry Pi using the RISC OS operating system. It is perfect for the novice with no prior knowledge of assembly language. It starts from first principles and leads you through new concepts using a modular approach with clear, lucid descriptions. Gradually progressing onto more complex topics you will become an accomplished and confident programmer by following the examples and applying them yourself. The book shows how to use the inbuilt BBC BASIC Assembler to create and generate machine code and includes examples that demonstrate how to integrate the flexibility of BASIC into your assembler. Later chapters introduce the industry standard (and free) GCC Compiler and demonstrate how to create machine code and use its features. From learning binary numbers, through to the use of logical instructions, this book continues right through to the use of floating point arithmetic, Thumb code and how to turn LEDs on and off using the GPIO interface. There is also a section of how to disassemble C programs to generate your own assembly language files. This book was originally published under the title Raspberry Pi Assembly Language Beginners. It has been significantly revised and updated and renamed so as to distinguish it from its sister volume Raspberry Pi Assembly Language RASPBIAN Beginners. More details can be found at the author's website: [www.brucesmith.info](http://www.brucesmith.info)

## Book Information

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## Customer Reviews

There are all kinds of things written about the wonders of learning assembly, as I did decades ago: you're up on the latest ARM technology, which also goes all the way back to the 80's; you finally really know what makes processors tick; you can create much more efficient programs than with Linux or Python... the list goes on. On top of it is the fact that we've pretty much lost a couple generations of machine level programmers due to object oriented, C and other chip requirements. But now for the ugly underbelly. Assembly is not "hard" to learn, but it is a PAIN. It is filled with all kinds of details like stacks, memory allocation, binary, hex, and hoardes of 1's and 0's. If no one else is willing to tell you, I will-- it can be BORING if you don't have a certain personality. So, odds are, some buyers will get this and it will gather dust on their shelves. This is especially true if you have ADHD, like a lot of us programmers ironically do! Any kind of programming skill requires the old "wax on - wax off" continual practice to get it-- many hours of it. With assembly, that means a lot of tolerance for even more repetitive detail than classes and methods in C#! This book isn't as complete as many other 500 pagers on assembly detail, nor is it as project oriented as, for example, Maxfield's classic Boolean Boogie book-- *Bebop to the Boolean Boogie, Third Edition: An Unconventional Guide to Electronics*. Sure, Raspberry has an ARM core, but you can also get an ARM emulator, a TI SDK, and study the same stuff on your PC. So, The Raspberry, to be honest, is a "hip" way to get folks interested in this title.

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