

Learning Computer Architecture With Raspberry Pi

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Learning Computer Architecture with Raspberry Pi is your personal guide on this journey of discovery, and it's your expert coach for developing a knowledge base that translates well beyond the Pi itself. Authors Eben Upton and Jeff Dunteman are the ideal teachers: Upton provides deep insight as a Raspberry Pi co-creator, and Dunteman distills complex technical knowledge into easily understood explanations.

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Learning Computer Architecture With Raspberry Pi PDF

Accessible both economically and technically, the Raspberry Pi is the ideal vehicle for learning how computers work. Learning Computer Architecture with Raspberry Pi is your personal guide on this journey of discovery, and it's your expert coach for developing a knowledge base that translates well beyond the Pi itself.

Learning Computer Architecture with Raspberry Pi: Upton ...

Learn computing fundamentals with the Raspberry Pi. Gain knowledge of computer design and operation. Discover what hardware components do and how they interact. Learn how programming works on the Raspberry Pi. Find out how the OS relates to the physical components. Experiment with low-level programming.

Learning Computer Architecture with Raspberry Pi - Wiley ...

I bought this book as a beginner's guide to computer architecture. I don't have a Raspberry Pi so I skipped over the parts that related specifically to that. You definitely don't need one to enjoy the book. Overall, it's a solid introduction to the subject. The earlier chapters in particular are very well written: clear, accurate and friendly.

Amazon.co.uk:Customer reviews: Learning Computer ...

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Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design.

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Explore Raspberry Pi's architecture through innovative and fun projects About This Book Explore Raspberry Pi 2's hardware through the Assembly, C/C++, and Python programming languages Experiment with connecting electronics up to your Raspberry Pi 2 and interacting with them through software Learn about the Raspberry Pi 2 architecture and Raspbian operating system through innovative projects Who This Book Is For Raspberry Pi Computer Architecture Essentials is for those who are new and those who are familiar with the Raspberry Pi. Each topic builds upon earlier ones to provide you with a guide to Raspberry Pi's architecture. From the novice to the expert, there is something for everyone. A basic knowledge of programming and Linux would be helpful but is not required. What You Will Learn Set up your Raspberry Pi 2 and learn about its hardware Write basic programs in Assembly Language to learn about the ARM architecture Use C and C++ to interact with electronic components Find out about the Python language and how to use it to build web applications Interact with third-party microcontrollers Experiment with graphics and audio programming Expand Raspberry Pi 2's storage mechanism by using external devices Discover Raspberry Pi 2's GPIO pins and how to interact with them In Detail With the release of the Raspberry Pi 2, a new series of the popular compact computer is available for you to build cheap, exciting projects and learn about programming. In this book, we explore Raspberry Pi 2's hardware through a number of projects in a variety of programming languages. We will start by exploring the various hardware components in detail, which will provide a base for the programming projects and guide you through setting up the tools for Assembly, C/C++, and Python. We will then learn how to write multi-threaded applications and Raspberry Pi 2's multi-core processor. Moving on, you'll get hands on by expanding the storage options of the Raspberry Pi beyond the SD card and interacting with the graphics hardware. Furthermore, you will be introduced to the basics of sound programming while expanding upon your knowledge of Python to build a web server. Finally, you will learn to interact with the third-party microcontrollers. From writing your first Assembly Language application to programming graphics, this title guides you through the essentials. Style and approach This book takes a step-by-step approach to exploring Raspberry Pi's architecture through projects that build upon each other. Each project provides you with new information on how to interact with an aspect of the Raspberry Pi and Raspbian operating system, providing a well-rounded guide.

Make the most out of the world's first truly compact computer It's the size of a credit card, it can be charged like a smartphone, it runs on open-source Linux, and it holds the promise of bringing programming and playing to millions at low cost. And now you can learn how to use this amazing computer from its co-creator, Eben Upton, in Raspberry Pi User Guide. Cowritten with Gareth Halfacree, this guide gets you up and running on Raspberry Pi, whether you're an educator, hacker, hobbyist, or kid. Learn how to connect your Pi to other hardware, install software, write basic programs, and set it up to run robots, multimedia centers, and more. Gets you up and running on Raspberry Pi, a high-tech computer the size of a credit card Helps educators teach students how to program Covers connecting Raspberry Pi to other hardware, such as monitors and keyboards, how to install software, and how to configure Raspberry Pi Shows you how to set up Raspberry Pi as a simple productivity computer, write basic programs in Python, connect to servos and sensors, and drive a robot or multimedia center Adults, kids, and devoted hardware hackers, now that you've got a Raspberry Pi, get the very most out of it with Raspberry Pi User Guide.

Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.

Explains how to leverage the revolutionary Raspberry Pi computer in order to learn the versatile Python programming language. Original.

Become a master of Python programming using the small yet powerful Raspberry Pi Zero About This Book This is the first book on the market that teaches Python programming with Raspberry Pi Zero Develop exciting applications such as a mobile robot and home automation controller using Python This step-by-step guide helps you make the most out of Raspberry Pi Zero using Python programming Who This Book Is For This book is aimed at hobbyists and programmers who want to learn Python programming and develop applications using the Pi Zero. They should have basic familiarity with electronics. What You Will Learn Configure Raspberry Pi using Python Control loops to blink an LED using simple arithmetic operations Understand how interface sensors, actuators, and LED displays work Get to grips with every aspect of Python programming using practical examples Explore machine vision, data visualization, and scientific computations Build a mobile robot using the Raspberry Pi as the controller Build a voice-activated home automation controller In detail Raspberry Pi Zero is a super-small and super-affordable product from Raspberry Pi that is packed with a plethora of features and has grabbed the notice of programmers, especially those who use Python. This step-by-step guide will get you developing practical applications in Python using a Raspberry Pi Zero. It will become a valuable resource as you learn the essential details of interfacing sensors and actuators to a Raspberry Pi, as well as acquiring and displaying data. You will get started by writing a Python program that blinks an LED at 1-second intervals. Then you will learn to write simple logic to execute tasks based upon sensor data (for example, to control a motor) and retrieve data from the web (such as to check e-mails to provide a visual alert). Finally, you will learn to build a home automation system with Python where different appliances are controlled using the Raspberry Pi. The examples discussed in each chapter of this book culminate in a project that help improve the quality of people's lives. Style and approach This will be a learning, step-by-step guide to teach Python programming using the famous Raspberry Pi Zero. The book is packed with practical examples at every step along with tips and tricks for the Raspberry Pi fans

Gain all the skills required to dive into the fundamentals of the Raspberry Pi hardware architecture and how data is stored in the Pi's memory. This book provides you with working starting points for your own projects while you develop a working knowledge of Assembly language programming on the Raspberry Pi. You'll learn how to interface to the Pi's hardware including accessing the GPIO ports. The book will cover the basics of code optimization as well as how to inter-operate with C and Python code, so you'll develop enough background to use the official ARM reference documentation for further projects. With Raspberry Pi Assembly Language Programming as your guide you'll study how to read and reverse engineer machine code and then then apply those new skills to study code examples and take control of your Pi's hardware and software both. What You'll Learn Program basic ARM 32-Bit Assembly Language Interface with the various hardware devices on the Raspberry Pi Comprehend code containing Assembly language Use the official ARM reference documentation Who This Book Is For Coders who have already learned to program in a higher-level language like Python, Java, C#, or C and now wish to learn Assembly programming.

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