Principles of Computer Hardware

By Alan Clements

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The book opens with an introduction to the fundamental concepts behind computer architecture: gates, circuits, logic, and computer arithmetic. It goes on to discuss computer operation from instruction set architecture and assembly language programming to the central processing unit. Then, the text builds on these foundations; explaining how the hardware interfaces with its surroundings, introducing computer memory, operating systems, and computer peripherals.

With clear, concise explanations throughout, *Principles of Computer Hardware*, Fourth Edition, is ideal for undergraduate courses in computer architecture.

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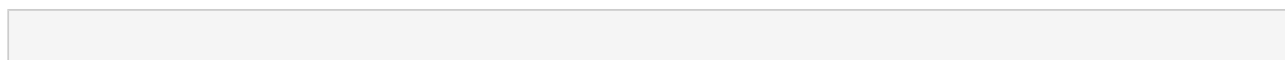**Student CD--Included with Every Copy of the Text**

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Editorial Review

Review
The fourth edition of this classic textbook continues to encompass the range of topics that comprise a typical introductory university level course in computer hardware. As with the previous edition the author writes with great clarity, and conveys both his expertise and enthusiasm for the subject. This is a great choice for adoption in an introductory hardware course in computer science and related disciplines. ITNow, 2006

About the Author

Alan Clements is Motorola Professor in the School of Computing Science and Mathematics at the University of Teesside, Middlesbrough. In 2003 he was awarded a National Teaching Fellowship for his contribution to teaching.

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