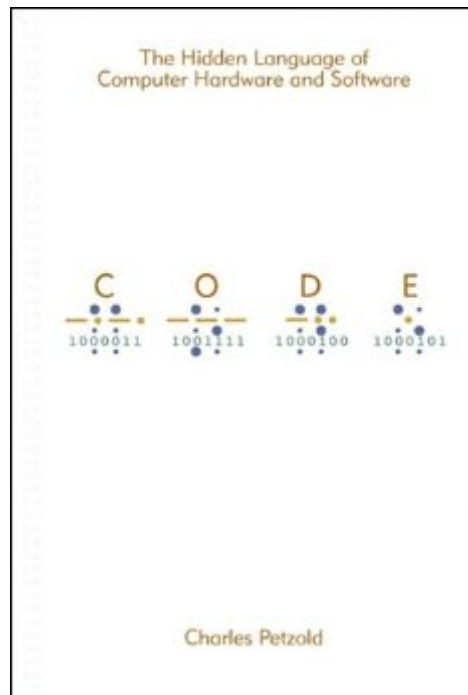


The book was found

Code: The Hidden Language Of Computer Hardware And Software (Developer Best Practices)



Synopsis

What do flashlights, the British invasion, black cats, and seesaws have to do with computers? In CODE, they show us the ingenious ways we manipulate language and invent new means of communicating with each other. And through CODE, we see how this ingenuity and our very human compulsion to communicate have driven the technological innovations of the past two centuries. Using everyday objects and familiar language systems such as Braille and Morse code, author Charles Petzold weaves an illuminating narrative for anyone who's ever wondered about the secret inner life of computers and other smart machines. It's a cleverly illustrated and eminently comprehensible story—and along the way, you'll discover you've gained a real context for understanding today's world of PCs, digital media, and the Internet. No matter what your level of technical savvy, CODE will charm you—and perhaps even awaken the technophile within.

Book Information

File Size: 3922 KB

Print Length: 400 pages

Page Numbers Source ISBN: 0735611319

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Microsoft Press; 1 edition (October 11, 2000)

Publication Date: October 11, 2000

Sold by: Digital Services LLC

Language: English

ASIN: B00JDMPOK2

Text-to-Speech: Enabled

X-Ray: Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #20,024 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #2 in Kindle Store > Kindle eBooks > Computers & Technology > Software > Business #2 in Kindle Store > Kindle eBooks > Computers & Technology > Programming > Software Design > Software Development #2 in Books > Computers & Technology > Computer Science > AI & Machine Learning > Machine Theory

Customer Reviews

I think that this is the best book that I have read all year. In some sense this is the book that I have been looking for for twenty-five years--the book that will enable me to understand how a computer does what it does. And--given the centrality of computers in our age--it has been a long wait. But now it is over. Charles Petzold (1999), *Code: The Hidden Language of Computer Hardware and Software* does a much better job than anything else I have ever seen in explaining computers--what they really are, and how they really work. Have you ever wondered just how your computers really work? I mean, really, really work. Not as in "an electrical signal from memory tells the processor the number to be added," but what the electrical signal is, and how it accomplishes the magic of switching on the circuits that add while switching off the other circuits that would do other things with the number. I have. I have wondered this a lot over the past decades. Yet somehow over the past several decades my hunger for an explanation has never been properly met. I have listened to people explain how two switches wired in series are an "AND"--only if both switches are closed will the lightbulb light. I have listened to people explain how IP is a packet-based communications protocol and TCP is a connection-based protocol yet the connection-based protocol can ride on top of the packet-based protocol. Somehow these explanations did not satisfy. One seemed like answering "how does a car work?" by telling how in the presence of oxygen carbon-hydrogen bonds are broken and carbon dioxide and water are created. The other seemed like answering "how does a car work" by telling how if you step on the accelerator the car moves forward.

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

Code: The Hidden Language of Computer Hardware and Software (Developer Best Practices)
Code: The Hidden Language of Computer Hardware and Software Computer Organization and Design, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) I.M. Wright's *Hard Code: A Decade of Hard-Won Lessons from Microsoft* (Developer Best Practices) *Code Complete* (Developer Best Practices) *Computer Networking from LANs to WANs: Hardware, Software and Security* (Networking) *Software Requirements* (3rd Edition) (Developer Best Practices) *Software Project Survival Guide* (Developer Best Practices) *Specifying Systems: The TLA+ Language and Tools for Hardware and Software Engineers* Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science 2012 *International Plumbing Code* (Includes International Private Sewage

Disposal Code) (International Code Council Series) Raspberry Pi Cookbook: Software and Hardware Problems and Solutions How to Code in 10 Easy Lessons: Learn how to design and code your very own computer game (Super Skills) Getting Started with 3D Printing: A Hands-on Guide to the Hardware, Software, and Services Behind the New Manufacturing Revolution Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems Linux Enterprise Cluster: Build a Highly Available Cluster with Commodity Hardware and Free Software Make: FPGAs: Turning Software into Hardware with Eight Fun and Easy DIY Projects Applying Design for Six Sigma to Software and Hardware Systems (paperback)

[Dmca](#)