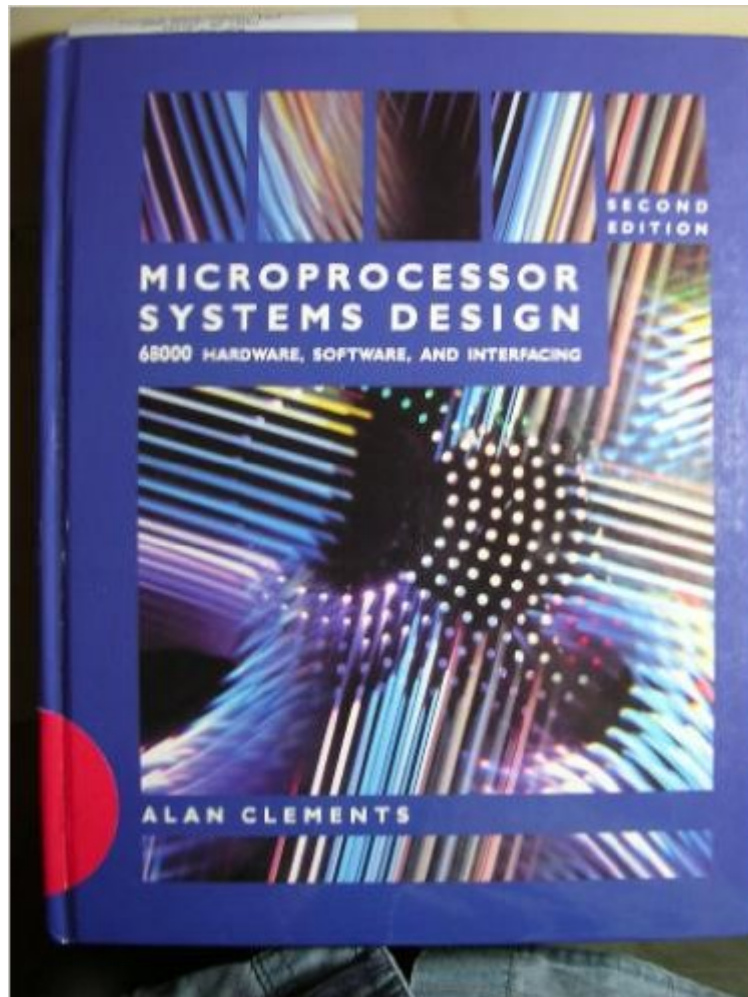


The book was found

# Microprocessor Systems Design: 68000 Family Hardware, Software, And Interfacing



## Synopsis

\* Emphasis is on timing diagrams and analysis of microprocessor read/write cycles so students get a clear understanding of the timing requirements of a microprocessor..\* In-depth presentation of both microprocessor architecture and microprocessor organization gives students the most complete of 68000 microprocessor hardware..\* Thorough introduction to 68000 assembly language programming (four chapters on this topic)..

## Book Information

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## Customer Reviews

This book makes all things clear about designing systems controlled by microprocessors and uses the Motorola 68000 family of microprocessors as an example. It is full of clear examples and many exercises for the student, and shows details of both the hardware and programming aspects of microprocessor system design, making it ideal for engineers who are interested in the subject. The book starts with an overview of the microcomputer in general, and shows how the microprocessor and its accessories control the larger microcomputing device. Next, the author introduces the reader specifically to the Motorola 68000 family of microprocessors and their respective architectures and features. Next the author tackles an art that is usually passed down by word of mouth from master to apprentice - how to program a microprocessor and its peripheral devices using the C programming language as well as assembly language. This is followed by chapters on memories, exception handling versus interrupts, and coprocessors and caches. The next few chapters are on the external

devices that are usually a necessity for a microprocessor controlled system - parallel and serial ports, external timer devices, special devices to control IEEE-488 buses, and special buses such as the VMEbus and Nubus. Actual existing peripheral devices are used in the examples. There are plenty of circuit diagrams and code snippets in both assembly language and C to show how the various pieces of a microcomputer are assembled to make a working system.

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