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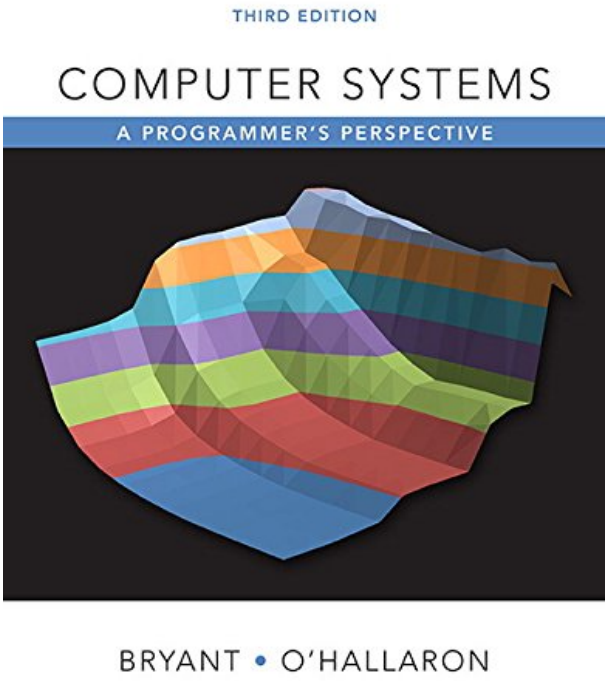

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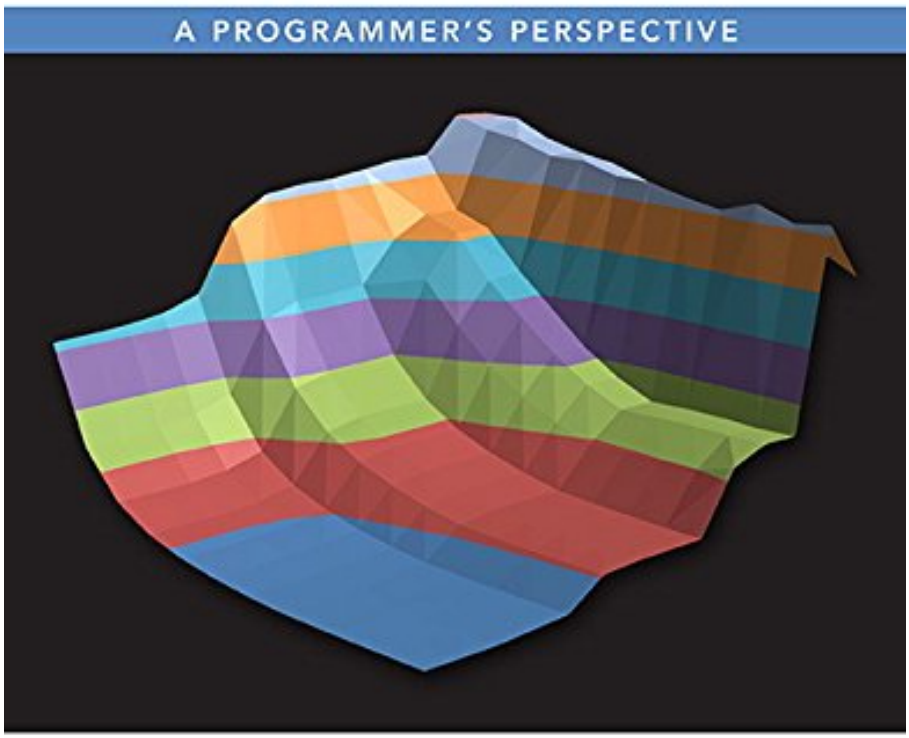

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Just how a suggestion can be obtained? By staring at the stars? By going to the sea and taking a look at the sea weaves? Or by checking out a publication **Computer Systems: A Programmer's Perspective (3rd Edition) By Randal E. Bryant, David R. O'Hallaron** Everybody will certainly have specific particular to gain the motivation. For you who are dying of publications as well as constantly obtain the motivations from publications, it is truly great to be here. We will show you hundreds collections of the book Computer Systems: A Programmer's Perspective (3rd Edition) By Randal E. Bryant, David R. O'Hallaron to read. If you such as this Computer Systems: A Programmer's Perspective (3rd Edition) By Randal E. Bryant, David R. O'Hallaron, you could likewise take it as all yours.

About the Author

Randal E. Bryant received his bachelor’s degree from the University of Michigan in 1973 and then attended graduate school at the Massachusetts Institute of Technology, receiving his PhD degree in computer science in 1981. He spent three years as an assistant professor at the California Institute of Technology, and has been on the faculty at Carnegie Mellon since 1984. For five of those years he served as head of the Computer Science Department, and for ten of them he served as Dean of the School of Computer Science. He is currently a university professor of computer science. He also holds a courtesy appointment with the Department of Electrical and Computer Engineering.

Professor Bryant has taught courses in computer systems at both the undergraduate and graduate level for around 40 years. Over many years of teaching computer architecture courses, he began shifting the focus from how computers are designed to how programmers can write more efficient and reliable programs if they understand the system better. Together with Professor O’Hallaron, he developed the course 15-213, Introduction to Computer Systems, at Carnegie Mellon that is the basis for this book. He has also taught courses in algorithms, programming, computer networking, distributed systems, and VLSI design.

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- Sales Rank: #24578 in Books
- Published on: 2015-03-12
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x 1.10" w x 7.60" l, .0 pounds
- Binding: Hardcover
- 1120 pages

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Great textbook.
By DF
This book is very readable. It gives you a pretty comprehensive tour of modern computer system while leaving many unnecessary details out.

That being said, I think there are times when the authors can be more concise (e.g. chap 2 is too "mathematical"). As I know this book is usually used for a second/third undergraduate CS course, so putting too many details in the book is kind of demanding.

Doing the labs is an indispensable part of reading this book. They can be found on the book site and they are amazingly fun.

Some people have pointed out that this book is too "academic." Even though that is true to some extent, I think this book is still a must-read since it is meant to give you a good foundation. Once you are done with this book it is fairly easy to pick up "industry" knowledge.

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