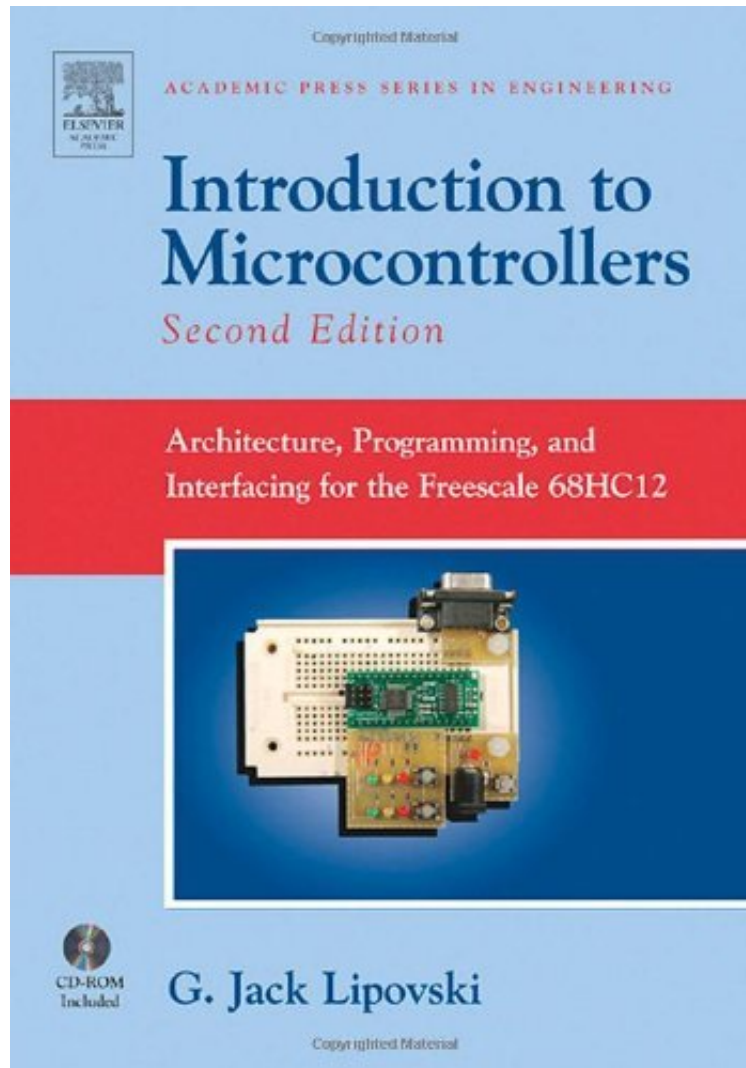


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# Introduction to Microcontrollers: Architecture, Programming, and Interfacing for the Freescale 68HC12 (Academic Press Series in Engineering)

Von G. Jack Lipovski

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**Kurzbeschreibung**Introduction to Microcontrollersis a comprehensive, introductory text/reference for electrical and computer engineers and students with little experience with a high-level programming language. It systematically teaches the programming of a microcontroller in assembly language, as well as C and C++. This books also covers the principles of good programming practice through top-down design and the use of data structures. It is suitable as an introductory text for a first course on microcomputers that demonstrates what a small computer can do.Shows how a computer executes instructions;Shows how a high-level programming language converts to assembler language;Shows how a microcontroller is interfaced to the outside world;Hundreds of examples, experiments, "brain-teasers" and motivators;More than 20 exercises at the end of each chapter

**Pressestimmen**"Taking the new 16-bit chip as an example likely to become very popular in industry, Lipovski (electrical and computer engineering, U. of Texas-Austin) explains to engineers and engineering students how a computer executes instructions, how a high-level language statement converts to assembler language, what can be done on a small computer, and how the microcomputer is interfaced to the outside world. He begins at a very elementary level that readers who have only used computer could follow. The tutorial structure would be suitable for classroom use as well. The CD contains software that can simulate programs under Windows or can actually collect data from and control external hardware. He includes no bibliography.

**Book News, Inc., Portland, OR**KurzbeschreibungIntroduction to Microcontrollersis a comprehensive, introductory text/reference for electrical and computer engineers and students with little experience with a high-level programming language. It systematically teaches the programming of a microcontroller in assembly language, as well as C and C++. This books also covers the principles of good programming practice through top-down design and the use of data structures. It is suitable as an introductory text for a first course on microcomputers that demonstrates what a small computer can do.Shows how a computer executes instructions;Shows how a high-level programming language converts to assembler language;Shows how a microcontroller is interfaced to the outside world;Hundreds of examples, experiments, "brain-teasers" and motivators;More than 20 exercises at the end of each chapter