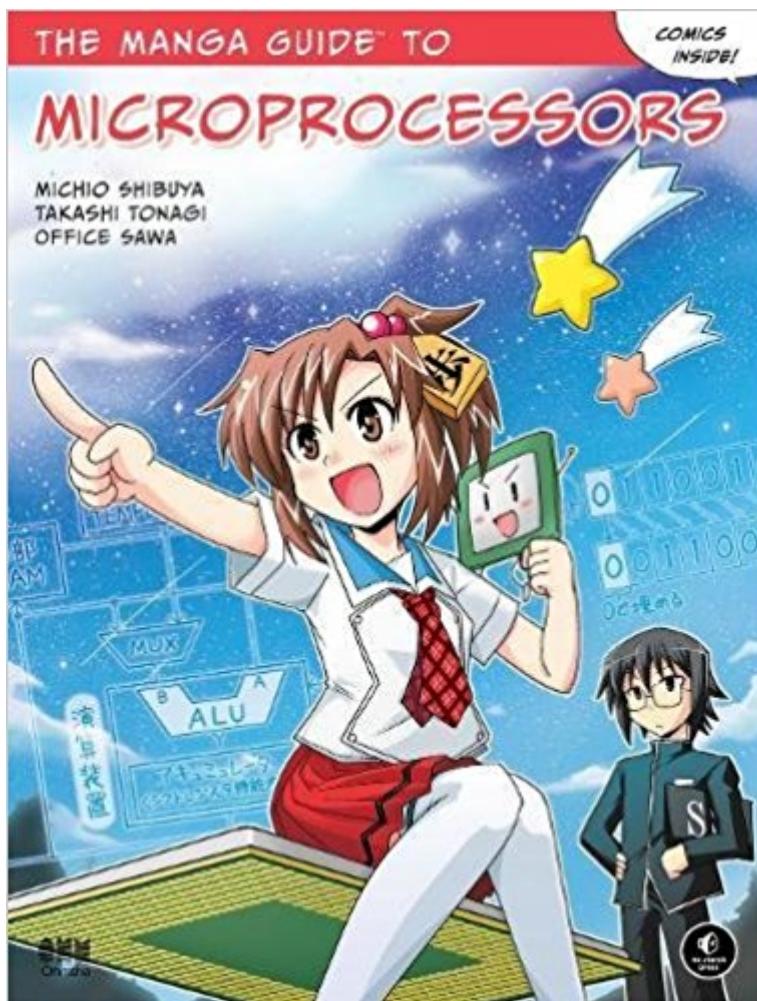


The book was found

# The Manga Guide To Microprocessors



## Synopsis

Hailed as "stimulus for the next generation of scientists" by Scientific Computing, each volume in the highly acclaimed Manga Guide series teaches complex math and science topics with the aid of authentic Japanese manga comics. The latest in the series, *The Manga Guide to Microprocessors*, tackles microprocessors (the brain inside all computers), binary, microprocessor architecture, digital operations, even basic, low-level programming. But don't take the comic book format of these books for granted. While full of comics, like all books in the Manga Guide series *The Manga Guide to Microprocessors* is serious business. With the aid of a comic story starring Ayumi Katsuragi in her quest to understand her game-playing computer opponent, readers will learn the basics of computers and digital logic. College-level topics like how the CPU processes information and makes decisions; how to make sense of binary; what logic gates are and how they can be combined to make functioning machines; how circuits are used to perform arithmetic or to remember information; memory and interrupts; how data passes through the bus; the type and nature of digital operations; even a bit of assembly and and other programming languages. *The Manga Guide to Microprocessors* assumes no prior knowledge of microprocessors, making it perfect for beginners, computer science students, or simply the computer-afficionado who wants a deeper understanding of the inner workings of microprocessors.

## Book Information

Series: Manga Guide

Paperback: 264 pages

Publisher: No Starch Press; 1 edition (August 30, 2017)

Language: English

ISBN-10: 1593278179

ISBN-13: 978-1593278175

Product Dimensions: 7 x 0.6 x 9.2 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #67,907 in Books (See Top 100 in Books) #9 in Books > Comics & Graphic Novels > Manga > Educational & Nonfiction #25 in Books > Teens > Education & Reference > Science & Technology > Computers #29 in Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design

## Customer Reviews

A 1971 graduate of Tokai University's electrical engineering department, former nuclear magnetic resonance researcher Michio Shibuya has been a MOS product designer and developer for over 12 years. Shibuya has since pursued a career in IC design and is the author of *The Manga Guide to Fourier Transforms*, *The Manga Guide to Semiconductors*, and other books.

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

How to Draw Manga: Mastering Manga Drawings (How to Draw Manga Girls, Eyes, Scenes for Beginners) (How to Draw Manga, Mastering Manga Drawings Book 2) Manga Drawing Books How to Draw Manga Eyes: Learn Japanese Manga Eyes And Pretty Manga Face (Drawing Manga Books : Pencil Drawings for Beginners) (Volume 4) The Manga Guide to Microprocessors How to Draw Manga 2: A Step-By-Step Manga Drawing Tutorial for Beginners! Part II (How to Draw Manga Characters & Scenes) (how to draw, how to draw manga, how to draw anime) *Como dibujar manga 8 fondos / How to Draw Manga 8 Putting Things in Perspective* (Como Dibujar Manga/ How to Draw Manga) (Spanish Edition) INTEL Microprocessors 8086/8088, 80186/80188, 80286, 80386, 80486, Pentium, Prentium ProProcessor, Pentium II, III, 4 (7th Edition) How To Draw Anime: The Essential Beginner's Guide To Drawing Anime and Manga (How To Draw Anime, How To Draw Manga, Anime Manga, How To Draw Comics Book 1) How to Draw Manga: The Absolute Step-By-Step Beginners Guide On Drawing Manga Characters (Mastering Manga Drawing Tutorial) How to Draw Anime Girls Step by Step Volume 2: Learn How to Draw Manga Girls for Beginners - Mastering Manga Characters Poses,Eyes,Faces,Bodies & Anatomy (How to Draw Anime Manga Drawing Books) How to Draw Manga Boys Step by Step Volume 1: Learn How to Draw Anime Guys for Beginners : Mastering Manga Characters Poses,Eyes,Faces,Bodiesand Anatomy (How to Draw Anime Manga Drawing Books) Manga in Theory and Practice: The Craft of Creating Manga: The Craft of Creating Manga Blank Manga Book: 120 Manga action pages, 7 panel layout, Large (8.5 x 11) inches, White Paper, Draw and create your own Manga scenes (White cover) Learn to draw manga: How to draw manga for beginners (Manga drawing books Book 1) How to Draw Manga Boys Step by Step Volume 3: Learn How to Draw Anime Guys for Beginners - Mastering Manga Characters Poses, Eyes, Faces, Bodies and Anatomy (How to Draw Anime Manga Drawing Books) How to Draw Anime Girls Step by Step Volume 3: Learn How to Draw Manga Girls for Beginners - Mastering Manga Characters Poses, Eyes, Faces, Bodies and Anatomy (How to Draw Anime Manga Drawing Books) How to Draw Manga: A Step-By-Step Manga Drawing Tutorial (how to draw, how to draw manga, how to draw anime) How to Draw Anime Girls Step by Step Volume 1: Learn How to Draw Manga Girls for Beginners - Mastering Manga Characters Poses, Eyes, Faces, Bodies and Anatomy (How to Draw Anime Manga Drawing Books) How to Draw Anime Characters

Book : One Piece Manga Edition Vol 1: Mastering Manga Drawing Books of Japanese Anime and Game Characters (How to Draw Manga Characters Series 5) Blank Manga Book: Variety of Templates, White Cover,7.5 x 9.25, 100 Pages, Manga Action Pages,For drawing your own Manga comics, idea and design sketchbook,for artists of all levels Manga Coloring Book for adults Book 1: Manga Coloring (Manga books of coloring) (Volume 1)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)