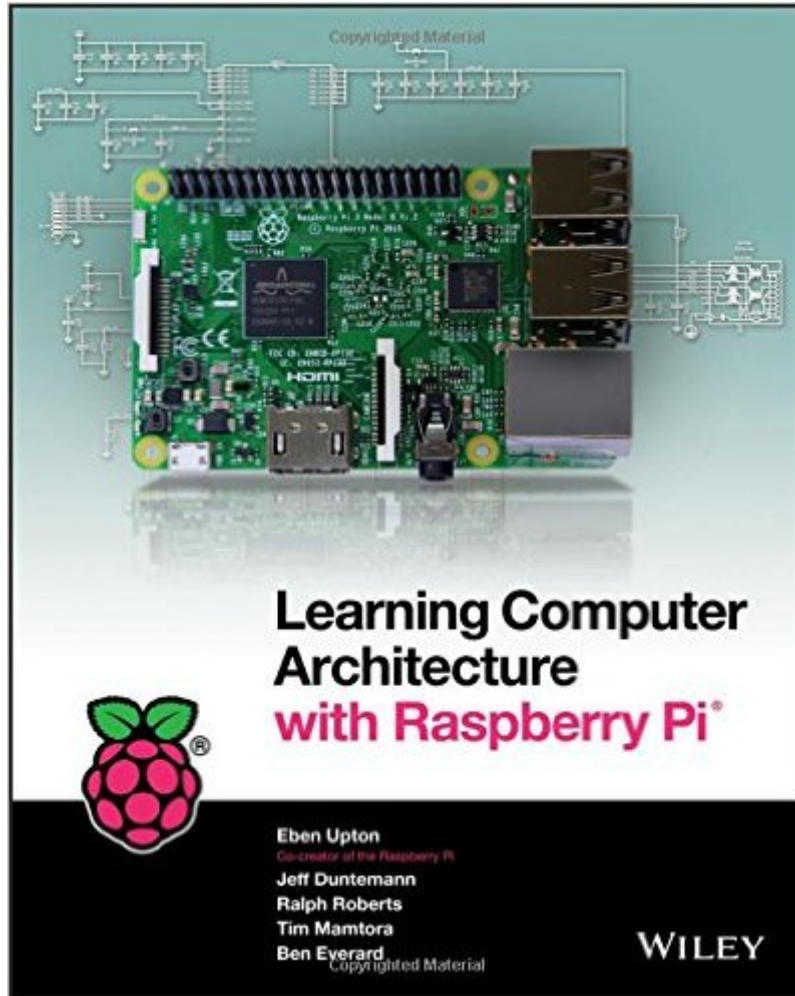


The book was found

# Learning Computer Architecture With Raspberry Pi



## Synopsis

Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design.

## Book Information

Paperback: 528 pages

Publisher: Wiley; 1 edition (September 13, 2016)

Language: English

ISBN-10: 1119183936

ISBN-13: 978-1119183938

Product Dimensions: 7.4 x 0.9 x 9.3 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 3 customer reviews

Best Sellers Rank: #25,621 in Books (See Top 100 in Books) #2 in Books > Computers & Technology > Hardware & DIY > Microprocessors & System Design > Computer Design #9 in Books > Computers & Technology > Hardware & DIY > Single Board Computers #10

## Customer Reviews

I was debating giving this book two stars but I decided to give it the benefit of the doubt and consider that there probably is a certain audience that would find this book helpful. That audience is beginning young computer enthusiasts and makers (Arduino/Raspberry Pi) and college sophomores supplementing their basic Digital Design coursework. To start, let's talk about what this book is not, and that I believe most buyers like myself, were hoping it would be. This book is not about how Eben Upton developed the Raspberry Pi. There are no chapters dealing with spec-ing active and passive components, PCB layout, MCU selection, voltage and current considerations, writing firmware, selecting and customizing an OS, programming on-board chips, re-configurable logic, networking chips, or integrating peripherals. What you are basically getting for thirty dollars is Schaum's Outline of Computer Architecture (\$3 used) with some updated material and hand-waving at the Raspberry Pi. Perhaps a better description of this book is that of a dumbed down, college sophomore version of the unpleasant yet venerable Patterson and Hennessy CompArch tome we all had the misfortune of reading as an academic, and non-practical, soporific. So really read over the table of contents for this book and realize you are buying a book on generic computer architecture with very little Raspberry Pi specific details. If you think this book is going to give you any practical insights for building your own computer, or how that process works, forget it, this is purely an academic/theoretically introduction covering generic computer basics. Two final points: I highly doubt Eben Upton had much to do with writing this book besides being listed as the author and writing or approving the introduction.

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

Raspberry Pi 3: 2016 Raspberry Pi 3 User Guide (Raspberry Pi, Raspberry Pi 2, Raspberry Pi Programming, Raspberry Pi Projects) Raspberry Pi 3: A Simple Guide to Help You Get the Most Out of Your Raspberry Pi 3 (Raspberry Pi, Python, Raspberry Pi 2, Perl, Programming, Raspberry Pi 3, Ruby) Raspberry Pi: 101 Beginners Guide: The Definitive Step by Step guide for what you need to know to get started (Raspberry Pi, Raspberry, Single Board Computers, ... Pi Programming, Raspberry Pi Projects) Raspberry Pi 3: Get Started With Raspberry Pi 3 - A Simple Guide To Understanding And Programming Raspberry Pi 3 (Raspberry Pi 3 User Guide, Python Programming, Mathematica Programming) Raspberry Pi 2: 101 Beginners Guide: The Definitive Step by Step guide for what you need to know to get started (Raspberry Pi 2, Raspberry, Single Board ... Pi Programming, Raspberry Pi Projects) Raspberry Pi: Guide For Simple Python &

Projects Programming (Raspberry Pi Books, raspberry pi projects, raspberry pi for dummies)  
Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3, Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming)  
Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam Preparation) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Learning Computer Architecture with Raspberry Pi Raspberry Pi 3: Complete Beginners Guide with Over 20 Projects for the Pocket-Sized Computer: Total Beginners Guide to Exploring Linux and Projects for the Raspberry Pi 3 Computer Architecture, Fifth Edition: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) Learn: Cognitive Psychology - How to Learn, Any Skill or Subject in 21 Days! (Learn, Learning Disability, Learning Games, Learning Techniques, Learning ... Learning, Cognitive Science, Study) HACKING: Beginner's Crash Course - Essential Guide to Practical: Computer Hacking, Hacking for Beginners, & Penetration Testing (Computer Systems, Computer Programming, Computer Science Book 1) Computer Programming Box Set (4 in 1): Linux, Raspberry Pi, Evernote, and Python Programming for Beginners (Computer Programming & Operating Systems) Home Automation with the Raspberry Pi: Build Home Automation Systems Using The Power of The Raspberry Pi Raspberry Pi 3: Let's Start Here: Raspberry Pi 3 Raspberry Pi in Easy Steps: Raspberry Pi Guide on Python & Projects Programming Effortless Kodi (XBMC) Installation with Raspberry Pi 2 and 3: The Only Raspberry Pi 2 / 3 Kodi (XBMC) Step-by-Step Installation Guide You Will Ever Need

[Dmca](#)