

Online Bus Booking System Project Documentation

OOAD Cookbook: Introduction to Practical System Modeling is a modern, practical, and approachable guide to help students design and develop code that is modular, maintainable, and extensible. Whether you are a developer, devops, QA tester, systems analyst, or IT, this book will introduce the concepts to build a strong foundation in object-oriented methodologies. Step-by-Step instructions along with vivid examples and illustrations offer a fresh, practical, and approachable plan to learn object-oriented design. Students will learn and be exposed to efficient design through methodical analysis, UML diagrams, system architectures, and essential design principles so that they can design software pragmatically.

Since the enactment of the Airline Deregulation Act in 1978, questions that had been at the heart of the ongoing debate about the industry for eighty years gained a new intensity: Is there enough competition among airlines to ensure that passengers do not pay excessive fares? Can an unregulated airline industry be profitable? Is air travel safe? While economic regulation provided a certain stability for both passengers and the industry, deregulation changed everything. A new fare structure emerged; travelers faced a variety of fares and travel restrictions; and the offerings changed frequently. In the last fifteen years, the airline industry's earnings have fluctuated wildly. New carriers entered the industry, but several declared bankruptcy, and Eastern, Pan Am, and Midway were liquidated. As financial pressures mounted, fears have arisen that air safety is being compromised by carriers who cut costs by skimping on maintenance and hiring inexperienced pilots. Deregulation itself became an issue with many critics calling for a return to some form of regulation. In this book, Steven A. Morrison and Clifford Winston assert that all too often public discussion of the issues of airline competition, profitability, and safety take place without a firm understanding of the facts. The policy recommendations that emerge frequently ignore the long-run evolution of the industry and its capacity to solve its own problems. This book provides a comprehensive profile of the industry as it has evolved, both before and since deregulation. The authors identify the problems the industry faces, assess their severity and their underlying causes, and indicate whether government policy can play an effective role in improving performance. They also develop a basis for understanding the industry's evolution and how the industry will eventually adapt to the unregulated economic environment. Morrison and Winston maintain that although the airline industry has not reached long-run equilibrium, its evolution is proceeding in a positive direction—one that will preserve and possibly enhance the benefits of deregulation to travelers and carriers. They conclude that the federal government's primary policy objective should be to expand the benefits from unregulated market forces to international travel. Brookings Review article also available

Traveling is a large growing business in Malaysia and other countries. Bus reservation system deals with maintenance of records of details of each passenger who had reserved a seat for a journey. It also includes maintenance of information like schedule and details of each bus. We observed the working of the Bus reservation system and after going through it, we get to know that there are many operations, which they have to do manually. It takes a lot of time and causes many errors. Due to this, sometimes a lot of problems occur and they were facing many disputes with customers. To solve the

above problem, and further maintaining records of items, seat availability for customers, price of per seat, bill generation and other things, we are offering this proposal of reservation system. One of the bus company which have same kind of problem is Bulan Restu .In Bulan Restu bus ticketing system there has been a collection of buses, agent who are booking tickets for customer's journey which give bus number and departure time of the bus. According to its name it manages the details of all agent, tickets, rental details, and timing details and so on. It also manages the updating of the objects. In the tour detail there is information about bus, who has been taking customers at their destination, it also contain the detailed information about the customer, who has been taken from which bus and at what are the number of members he or she is taking his/her journey.This section also contain the details of booking time of the seat(s) or collecting time of the tickets, this section also contain the booking date and the name of agent which is optional, by which the customer can reserve the seats for his journey.In Bus no category it contains the details of buses which are old/new. New buses are added with the details with bus no, from city to the city, type of the bus, rent of a single seat, if the bus has sleeper than the cost of sleeper, if the cabin has the facility for sitting than the cost of cabin seats, tour timings of the new bus has also been stored.The main objective of this project is to provide the better work efficiency, security, accuracy, reliability, feasibility. The error occurred could be reduced to nil and working conditions can be improved. By using this software, we can reserve tickets from any part of the world, via internet. This project provides and checks all sorts of constraints so that user does give only useful data and thus validation is done in an effective way.

"The strongest overview I have encountered of the scope and the current state of research across all the fields involved in advancing our understanding of tourism. For its range of topics, depth of analyses, and distinction of its contributors, nothing is comparable." - Professor Dean MacCannell, University of California, Davis "The breadth of vision and sweep of accounts is remarkable, and range of topics laudable... a rare combination of the authoritative, the challenging and stimulating." - Professor Mike Crang, Durham University Tourism studies developed as a sub-branch of older disciplines in the social sciences, such as anthropology, sociology and economics, and newer applied fields of study in hospitality management, civil rights and transport studies. This Handbook is a sign of the maturity of the field. It provides an essential resource for teachers and students to determine the roots, key issues and agenda of tourism studies, exploring: The evolution and position of tourism studies The relationship of tourism to culture The ecology and economics of tourism Special events and destination management Methodologies of study Tourism and transport Tourism and heritage Tourism and postcolonialism Global tourist business operations Ranging from local to global issues, and from questions of management to the ethical dilemmas of tourism, this is a comprehensive, critically informed, constructively organized overview of the field. It draws together an inter-disciplinary group of contributors who are among the most celebrated names in the field and will be quickly recognized as a landmark in the new and expanding field of tourism studies.

With the increasing application of software in systems, especially safety- or even life-critical systems, it is no longer sufficient for the software developer to rely solely on testing the code produced. Testing must begin with the specification of requirements,

continue on the design and finally on the implemented system. This book gives guidance on how testing can be carried out at each of the stages of software development. It does this by looking at the development process from four viewpoints: that of the intended user of the system, of its designers, of its programmers, and of the manager responsible for development. The product of each stage of development is individually examined to see how it can be checked for correctness and consistency with earlier specifications. References are given to techniques available to the software developer and there are many helpful checklists. The contributors are all members of the British Computer Society's Working Group on Testing, and between them have an impressive breadth of practical experience in the commercial development of small and large software systems. Their combined experience makes this a most valuable book for the computing professional.

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

- Comprehensive ASP.NET reference, loaded with code examples--now including both VB .NET and C#. - Updated to the latest .NET release version 1.1 (Everett) making it compatible with the upcoming .NET Server 2003. - Author Stephen Walther is a well-reviewed author and ASP.NET expert and trainer who works closely with the Microsoft ASP.NET team.

An exploration of why people all over the world love to engage in pain on purpose--from dominatrices, religious ascetics, and ultramarathoners to ballerinas, icy ocean bathers, and sideshow performers Masochism is sexy, human, reviled, worshipped, and can be delightfully bizarre. Deliberate and consensual pain has been with us for millennia, encompassing everyone from Black Plague flagellants to ballerinas dancing on broken bones to competitive eaters choking down hot peppers while they cry. Masochism is a part of us. It lives inside workaholics, tattoo enthusiasts, and all manner of garden variety pain-seekers. At its core, masochism is about feeling bad, then better—a phenomenon that is long overdue for a heartfelt and hilarious investigation. And Leigh Cowart would know: they are not just a researcher and science writer—they're an inveterate, high-sensation seeking masochist. And they have a few questions: Why do people engage in masochism? What are the benefits and the costs? And what does masochism have to say about the human experience? By participating in many of these activities themselves, and through conversations with psychologists, fellow scientists, and people who seek pain for pleasure, Cowart unveils how our minds and bodies find meaning and relief in pain—a quirk in our programming that drives discipline and innovation even as it threatens to swallow us whole.

This book details the development of the automobile from its early beginnings to the present day. With emphasis on the European historical perspective, particularly the pioneering developments which occurred in Germany, World History of the Automobile chronicles the early vehicles by Daimler, Maybach and Benz, the ""Mercedes Era,"" the role of motor vehicles in World Wars I and II, and the numerous technological and business revolutions of the second half of the

20th century.

The future of disability in America will depend on how well the U.S. prepares for and manages the demographic, fiscal, and technological developments that will unfold during the next two to three decades. Building upon two prior studies from the Institute of Medicine (the 1991 Institute of Medicine's report *Disability in America* and the 1997 report *Enabling America*), *The Future of Disability in America* examines both progress and concerns about continuing barriers that limit the independence, productivity, and participation in community life of people with disabilities. This book offers a comprehensive look at a wide range of issues, including the prevalence of disability across the lifespan; disability trends the role of assistive technology; barriers posed by health care and other facilities with inaccessible buildings, equipment, and information formats; the needs of young people moving from pediatric to adult health care and of adults experiencing premature aging and secondary health problems; selected issues in health care financing (e.g., risk adjusting payments to health plans, coverage of assistive technology); and the organizing and financing of disability-related research. *The Future of Disability in America* is an assessment of both principles and scientific evidence for disability policies and services. This book's recommendations propose steps to eliminate barriers and strengthen the evidence base for future public and private actions to reduce the impact of disability on individuals, families, and society.

NOTE: This title is also available as a free eBook on the Microsoft Download Center. It is offered for sale in print format as a convenience. Get a head start evaluating SQL Server 2014 - guided by two experts who have worked with the technology from the earliest beta. Based on Community Technology Preview 2 (CTP2) software, this guide introduces new features and capabilities, with practical insights on how SQL Server 2014 can meet the needs of your business. Get the early, high-level overview you need to begin preparing your deployment now. Coverage includes: SQL Server 2014 Editions and engine enhancements Mission-critical performance enhancements Hybrid cloud enhancements Self-service Business Intelligence enhancements in Microsoft Excel Enterprise information management enhancements Big Data solutions

The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

This is a step-by-step guide to design patterns, best practices, and solutions to

common problems for Backbone.js-based application development. This book is for JavaScript developers who work with Backbone.js and want to learn the best design patterns to develop complex web applications. Basic knowledge of Backbone.js and JavaScript is essential.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Computer Networks and Internets is appropriate for all introductory-to-intermediate courses in computer networking, the Internet, or Internet applications; readers need no background in networking, operating systems, or advanced mathematics. Leading networking authority Douglas Comer presents a wide-ranging, self-contained tour of the concepts, principles, and technologies that enable today's Internet to support applications ranging from web browsing to telephony and multimedia. This Fifth Edition has been thoroughly reorganized, revised, and updated: it includes extensive new coverage of topics ranging from wireless protocols to network performance, while reducing or eliminating coverage of older protocols and technologies. Comer begins by illuminating the applications and facilities offered by today's Internet. Next, he systematically introduces the underlying network technologies and protocols that make them possible: low-level data communications; packet switching, LAN, and WAN technologies; and Internet protocols such as TCP, IP, UDP, and IPv6. With these concepts and technologies established, he introduces several of the most important contemporary issues faced by network implementers and managers, including quality of service, Internet telephony, multimedia, network security, and network management. Comer has carefully designed this book to support both top-down and bottom-up teaching approaches. Students need no background in operating systems, and no sophisticated math: Comer relies throughout on figures, drawings, examples, and analogies, not mathematical proofs.

Thoroughly updated and fully compliant with Rational Rose 2002, the latest release of the industry's most popular software modeling tool, this edition contains simplified, useful case studies and helps the reader understand the core concepts of modeling and how to use UML effectively.

Pattern-oriented software architecture is a new approach to software development. This book represents the progression and evolution of the pattern approach into a system of patterns capable of describing and documenting large-scale applications. A pattern system provides, on one level, a pool of proven solutions to many recurring design problems. On another it shows how to combine individual patterns into heterogeneous structures and as such it can be used to facilitate a constructive development of software systems. Uniquely, the patterns that are presented in this book span several levels of abstraction, from high-level architectural patterns and medium-level design patterns to low-level idioms. The intention of, and motivation for, this book is to support both novices and experts in software development. Novices will gain from the experience inherent in pattern descriptions and experts will hopefully make use of, add to, extend and modify patterns to tailor them to their own needs. None of the pattern descriptions are cast in stone and, just as they are borne from experience, it is expected that further use will feed in and refine individual patterns and produce an evolving system of patterns. Visit our Web Page <http://www.wiley.com/compbooks/>

With everything readers need to know about how to execute their research project, this book is written specifically for information systems (IS) and computing students. It introduces key quantitative and qualitative research methods, makes sense of underlying philosophies, and will help readers navigate and assess existing published academic papers. Throughout readers are supported by pedagogical features such as learning objectives, explanations, discussion questions, evaluation guides and suggestions for further reading.

ASP.NET UnleashedSams Publishing

This book presents the latest innovative research findings, methods, and development techniques related to intelligent social networks and collaborative systems, intelligent networking systems, mobile collaborative systems, and secure intelligent cloud systems. Offering both theoretical and practical perspectives, it also reveals synergies among various paradigms in the multi-disciplinary field of intelligent collaborative systems. With the rapid development of the Internet, we are experiencing a shift from the traditional sharing of information and applications as the main purpose of the Web to an emergent paradigm that places people at the very centre of networks, making full use of their connections, relations, and collaboration. Social networks also play a major role in the dynamics and structure of intelligent Web-based networking and collaborative systems. Virtual campuses, communities and organizations strongly leverage intelligent networking and collaborative systems through a wide variety of formal and informal electronic relations, such as business-to-business, peer-to-peer, and many types of online collaborative learning interactions, including the emerging e-learning systems. This has resulted in entangled systems that need to be managed efficiently and autonomously. In addition, while the latest powerful technologies based on grid and wireless infrastructures as well as cloud computing are currently greatly enhancing collaborative and networking applications, they are also facing new challenges. The principal purpose of the research and development community is to stimulate research that will lead to the creation of responsive environments for networking and, in the long term, the development of adaptive, secure, mobile, and intuitive intelligent systems for collaborative work and learning.

Presents a user-centered approach to designing web sites that considers human factors during the development phase. The author discusses the importance of defining the audience and ensuring smooth navigation through the site, and explores concepts for enhancing consistency, coherence, placement of information, information coding, color, and text clarity. Color screenshots. Annotation copyrighted by Book News Inc., Portland, OR.

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better

writing, speaking, and research skills, and comprehensive index"--

1 To see and promulgate recent advancements and innovations that helps in designing, implementation of smart cities with an impression on solutions from a majorly technological perspective 2 To urge discussions, cooperation and coordination from eminent dignitaries with credible positions and knowledge within their fields 3 To attractiveness to the outlook of the society normally, involving their interests and wakeful participation, essential for smart city good town solutions and progress of the Nation

This manual is specially written for Students who are interested in understanding Structured Query Language and PL-SQL concepts in the Computer Engineering and Information technology field and wants to gain enhance knowledge about power of SQL Language in Relational Database Management System Development. The manual covers practical point of view in all aspects of SQL and PL/SQL including DDL, DML, DCL sublanguages, also there are practices for Views, Group by, Having Clause. All PL-SQL concepts like Condition and Loop Structures, Functions and Procedures, Cursor, Triggers, Locks are illustrated using best examples

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

Pfleeger divides her study into three major sections: a motivational treatise on why knowledge of software engineering is important, the major steps of development and maintenance including requirements analysis and architecture, and evaluation and improvement needs after delivery for future redesign and redevelopment.

Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.

First Published in 1968. Routledge is an imprint of Taylor & Francis, an informa

company.

"Designing Software Product Lines with UML is well-written, informative, and addresses a very important topic. It is a valuable contribution to the literature in this area, and offers practical guidance for software architects and engineers."

--Alan Brown Distinguished Engineer, Rational Software, IBM Software Group
"Gomaa"s process and UML extensions allow development teams to focus on feature-oriented development and provide a basis for improving the level of reuse across multiple software development efforts. This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent, reusable, and modular in nature." --Jeffrey S Hammond Group Marketing Manager, Rational Software, IBM Software Group

"This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object-oriented techniques with the UML. Once again, Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers." --Robert G. Pettit IV, Ph.D. Adjunct Professor of Software Engineering, George Mason University
"This breakthrough book provides a comprehensive step-by-step approach on how to develop software product lines, which is of great strategic benefit to industry. The development of software product lines enables significant reuse of software architectures. Practitioners will benefit from the well-defined PLUS process and rich case studies." --Hurley V. Blankenship II Program Manager, Justice and Public Safety, Science Applications International Corporation

"The Product Line UML based Software engineering (PLUS) is leading edge. With the author"s wide experience and deep knowledge, PLUS is well harmonized with architectural and design pattern technologies." --Michael Shin Assistant Professor, Texas Tech University
Long a standard practice in traditional manufacturing, the concept of product lines is quickly earning recognition in the software industry. A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments. When skillfully implemented, a product line strategy can yield enormous gains in productivity, quality, and time-to-market. Studies indicate that if three or more systems with a degree of common functionality are to be developed, a product-line approach is significantly more cost-effective. To model and design families of systems, the analysis and design concepts for single product systems need to be extended to support product lines. Designing Software Product Lines with UML shows how to employ the latest version of the industry-standard Unified Modeling Language (UML 2.0) to reuse software requirements and architectures rather than starting the development of each new system from scratch. Through real-world case studies, the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines. This book describes a new UML-based software design method for product lines called PLUS (Product Line

UML-based Software engineering). PLUS provides a set of concepts and techniques to extend UML-based design methods and processes for single systems in a new dimension to address software product lines. Using PLUS, the objective is to explicitly model the commonality and variability in a software product line. Hassan Gomaa explores how each of the UML modeling views--use case, static, state machine, and interaction modeling--can be extended to address software product families. He also discusses how software architectural patterns can be used to develop a reusable component-based architecture for a product line and how to express this architecture as a UML platform-independent model that can then be mapped to a platform-specific model. Key topics include: Software product line engineering process, which extends the Unified Development Software Process to address software product lines Use case modeling, including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common, optional, and alternative product line features Static modeling, including modeling the boundary of the product line and information-intensive entity classes Dynamic modeling, including using interaction modeling to address use-case variability State machines for modeling state-dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component-based distributed design using the new UML 2.0 capability for modeling components, connectors, ports, and provided and required interfaces Detailed case studies giving a step-by-step solution to real-world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field. The information, technology, and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design, quality, and efficiency to the next level. An enhanced online index allows readers to quickly and easily search the entire text for specific topics.

Organization: The book is divided into five parts: Getting Starated with MySQL and Relational Databases; Understanding SQL Through MySQL; MySQL Administration; MySQL Developer Guide; and Advanced and Specialized MySQL Topics. Comprehensive coverage: This Bible covers both beginning-level and advanced topics. Topics covered include: introduction to relational database management; installing and configuring MySQL on the Linux, Windows 2000, and Mac OS X operating systems; MySQL security; debugging and repairing MySQL databases and servers; MySQL performance tuning; and developing MySQL applications with Perl and PHP. Coverage of NuSphere MySQL: Due to the growing popularity of the NuSphere MySQL package, this book covers its enhancements and how to install and develop with NuSphere MySQL. Running database application: This book builds an e-commerce sample database application throughout to demonstrate concepts and topics. ABOUT THE CD-ROM: What's on the CD-ROM: The CD-ROM includes the latest version of MySQL (either Version 4.0 or 4.1); sample database application and code in the

book; and PHP and Perl.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include

- Dividing an enterprise application into layers
- The major approaches to organizing business logic
- An in-depth treatment of mapping between objects and relational databases
- Using Model-View-Controller to organize a Web presentation
- Handling concurrency for data that spans multiple transactions
- Designing distributed object interfaces

Presents instructions on using MySQL, covering such topics as installation, querying, user management, security, and backups and recovery.

Developed from celebrated Harvard statistics lectures, *Introduction to Probability* provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

A new advanced textbook/reference providing a comprehensive survey of hardware and software architectural principles and methods of computer systems organization and design. The book is suitable for a first course in computer organization. The style is similar to that of the author's book on assembly language in that it strongly supports self-study by students. This organization facilitates compressed presentation of material. Emphasis is also placed on related concepts to practical designs/chips. Topics: material presentation suitable

for self- study; concepts related to practical designs and implementations; extensive examples and figures; details provided on several digital logic simulation packages; free MASM download instructions provided; and end-of-chapter exercises.

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