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BOOKS ON PROGRAMMING

ERHAPS the manual that came with your microcomputer kit is a little light on the software side, and doesn't tell you what you want to know about programming in assembly language. Or maybe there was no manual at all with the BASIC interpreter you bought, and you're not familiar with that language. So you start looking for a book. But first,

In talking with a number of computer hobbyists about what programming languages they use, it turns out that only a few are really into heavy assembly-language programming; most of them use BASIC. Assembly language, to quote from a Scelbi book, "is by far the most efficient method for packing a program

a few words about both languages.

By Stephen B. Gray Senior Editor

into a small amount of memory," and for that reason is widely used in business, where there is a demand for highly efficient programs. But since the average person is more interested in what can be accomplished with a program than in the program itself, or in its efficiency, BASIC is in much greater use in schools, colleges, and among computer hobbyists. However, since there is an interest in assembly language, and because a computer with a minimum amount of memory can be programmed only in assembly language, let's look at some books on that subject.

Assembly Language. Although there are several excellent books on as-

sembly language, there isn't one I've seen so far that's meant for the average electronics hobbyist—that is, a book that assumes the reader knows nothing at all about programming. Perhaps this is because assembly language is a rather difficult language for programming, as far as most hobbyists are concerned. I don't mean the "Computer Freaks," who enjoy working down at the machine-language level. I mean a person who knows little or nothing about computers. and who in fact may not even know what assembly-language programs are. Writing such programs requires a great amount of attention to tiny detail, as well as a great deal of time, in comparison with writing a program in BASIC (or other high-level language) to perform the

The ideal (but nonexistent) book on assembly language should assume the reader is starting from zero. After a chapter or two on the elements of programming and flowcharting, it should introduce him to instructions such as LDA, MOV and STA, in small groups or one at a time, explain them thoroughly, and give a variety of short programs using them. It should fully explain how each program works and what it does.

POPULAR ELECTRONICS

The problem with creating such a book is that, in order to be as all-encompassing as it should be for the beginner, going into detail for each of the 78 instructions for the 8080 MPU, or the 158 for the Z-80, the book would have to be an inch or two thick. It's much easier to assume, as most of the current books do, that the reader is a programmer or an engineer, or at least has had quite a bit of exposure to computers and programming. This is similar to a manual on jet-engine repair that assumes you know all about tools and techniques.

Osborne. The best book I know of for learning about microcomputers won't tell you as much as you may want to know about programming, but it does an outstanding job of going into the hardware and software of seven of the top microprocessors. An Introduction to Microprocessors, published by Adam Osborne and Associates at \$7.50, starts out with six chapters on the fundamentals, going into binary arithmetic and Boolean algebra, microcomputer organization, what's in an MPU (microprocessor unit) and how it works, CPU logic, and the elements of programming (memory addressing, stacks, and instruction sets); in meticulous detail.

The programming chapter ends by creating a "complete, but hypothetical, microcomputer instruction set," and showing why each instruction is required. This hypothetical set becomes the standard to which the seven real sets are compared, those of the F8, PACE and SC/MP, 8080, 6800, PPS-8 (Rockwell), and 2650. A meaty 138-page chapter has a "look at the way in which a variety of manufacturers have chosen to implement the basic concepts which have been described in Chapters 1 through 6."

For each MPU, the book goes into the registers, addressing modes, status flags, pins and signals, interfaces, interrupts. DMA (direct memory access), and instruction set. This is not an easy book to read because a great deal is packed into it, in rather small type, and it moves at a very fast pace. But no other book available today contains so much information about microcomputers in such a small package—only a little larger than most paperbacks. It's included with every Imsai computer as part of the support documentation. IMS calls it "an excellent 460-page book that teaches how a computer is programmed and pre-

sents an overview of microcomputer technology."

The second edition of the Osborne book has been revised and expanded to two volumes, at \$7.50 each. Volume 1, "Basic Concepts," covers the first six chapters of the first edition, with new sections on chip-slice products and serial I/O. Volume 2, "Some Real Products," which expands on the original Chapter 7 to include more microprocessors, was due to be published late in October, as of this writing.

Scelbi. Scelbi was an early producer of a hobby computer kit. It later dropped out of the hardware business to concentrate on software. To date. Scelbi has produced half a dozen software manuals, on an assembler, editor and monitors for the 8080 MPU, and several others. They've just come out (at this writing) with a new book, a small paperback called Scelbi 8080 Software Gourmet Guide & Cook Book, at \$9.95. The book has eight chapters, on the 8080 stack, general-purpose routines, conversions routines, decimal arithmetic routines, floating-point routines, input/output processing, and search and sort routines plus a number of helpful appen-

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dices for the computer enthusiast.

The book is meant for people with some knowledge of programming, as it goes right into a discussion of the instruction set, breaking up the 78 instructions into small groups and discussing them in moderate detail. From chapter two on, dozens of programs and subroutines are presented, with a full set of comments for each program. Flowcharts are provided for over 20 of the programs. Most of the programs are quite short, although several run to a couple of pages, such as the floating-point programs for add, multiply, and divide. This

book shows, better than most, the complexity of having to load a group of assembly-language programs into your computer, such as decimal-to-binary input, floating-point normalization, floating-point multiplication, binary-to-decimal output, operating program, etc. Of course, if you're interested only in simple programs, without decimals, for games or for control applications, then you don't need all those routines. How much simpler to work in BASIC, where all the necessary routines are included in one program!

This new Scelbi book, on the 8080, is

their first best-seller, Machine Language Programming for the 8008 and Similar Microcomputers, at \$19.95 (twice the price as well as twice the size). This larger book (81/2" x 11") has been recommended to me by several computer-kit manufacturers, and can be found on the shelves of many computer stores. It has nine chapters. They cover the 8008 instruction set, initial steps for developing programs, fundamental programming skills, basic programming techniques, mathematical operations, input/output programming, real-time programming, PROM programming considerations, and creative programming concepts.

bound to become better known than

The first chapters of the two books are pretty much the same, except that the 8080 book covers 78 instructions to the 8008 book's 48, but most of the remaining material is very different. The floating-point programs are almost identical, because the 8008 instruction set is a subset of the 8080 set. An 8008 program will run on an 8080 machine without having to be changed. For the 8080 book, the author has improved on the 8008 programs by taking advantage of some of the more powerful 8080 instructions, such as those for double-precision operations, not found in the 8008 set.

BASIC. Over 40 books about programming in BASIC have been written, and most of them are fairly good. The authors write with varying degrees of enthusiasm, ranging from "BASIC is great!" to "BASIC is OK, but let me tell you a little about FORTRAN." A small handful of these books is outstanding. Here are two of them.

Kemeny and Kurtz. The best book on BASIC is a classic, the standard by which all other such books must be measured. It was written by the originators of the language, John Kemeny (now president of Dartmouth) and Thomas Kurtz (Dartmouth's Director of Academic Computing). BASIC Programming, published by Wiley at \$8.50, pays very careful attention to every detail, taking great care that the reader will have as little difficulty as possible in learning BASIC. The first chapter presents and explains a five-line program that divides one constant by another.

The second program, although 17 lines long, is quite simple, and converts meters and centimeters to feet and inches, with a page and a half of explanation. An entire chapter is devoted to loops, the heart of many programs. The concept of rounding off numbers with

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the INT statement is not simple, yet the authors, by going through each part of such a statement, have found what must be the simplest way of explaining it.

The chapter on simulation contains a baseball program that simulates the batting of one side in a nine-inning game, and one on the Knight's Tour problem. The section on harmony in music gives a long program that writes four-part harmony for a given melody.

Each chapter on applications provides a couple of projects, more complicated than the chapter exercises, that should

provide the reader who has a terminal with a very thorough workout of his knowledge of BASIC. Not all the chapters are easy to understand, since several go into areas such as vectors and matrices, statistics, and calculus. Although most of the book can be understood "with a background of three years of high school mathematics," these three math areas "are normally taught at the college level." Not everybody will dig into these chapters, but they're there for those who want to, and for those who will eventually learn the requisite math.

hal Dwyer and Kaufman. The best of the introductory texts, bright and sparkling, recommended for any young person, or in fact for anybody, is A Guided Tour of Computer Programming in BA-SIC, published by Houghton Mifflin at \$4.40, and written by Thomas A. Dwyer and Michael S. Kaufman, who do their best to make learning fun.

The book is in four parts. "Getting

Ready for the Journey" covers the basics and LET, PRINT and END. Six more statements are introduced in "The Economy Tour." "Techniques for the Seasoned Traveler" brings in nine more statements plus library functions. Nine applications programs are presented in "Far Away Places." The book covers 20 statements altogether, all you'll need for most applications. Although it's meant to be used with a terminal, this book doesn't have to be.

As an indication of the book's ingenious variety, the applications programs in Part 4 include those for a hotel reservation system, generating brand names for soap, slot-machine games (cherries, lemons, oranges), monthly installment payments on a loan, and payroll.

One of the most important features is the many callouts to the programs, outlined in red, with a red line pointing to the line or lines they explain. Each of the four parts is divided into sections. At the end of each section is a review of the material covered, and there are several sets of exercises in each of the parts.

This fine book is mainly for young people, but it will be of value to anyone. It is full of detail, with many examples and much thought given to the use of graphics in teaching.

Your Favorite Book. If your favorite book on assembly language or BASIC isn't one of the five mentioned here, please don't fret. There are many other fine books, out of the 60 or more on the two languages. The ones discussed are among my favorites, given limited editorial space. However, future columns will refer to other books of interest, on both programming and applications.

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