

Microprocessors And Microcomputers Hardware And Software 6th Edition

An Open Letter to Hobbyists

completely simulate a new microprocessor system. This allowed Microsoft to write and debug software before the new computer hardware was complete. The company

"An Open Letter to Hobbyists" is a 1976 open letter written by Bill Gates, the co-founder of Microsoft, to early personal computer hobbyists, in which Gates expresses dismay at the widespread duplication of software taking place in the hobbyist community, particularly with regard to his company's software.

In the letter, Gates expressed frustration with most computer hobbyists who were using his company's Altair BASIC software without having paid for it. He asserted that such widespread use of his software in effect discouraged developers from investing time and money in creating high-quality software. He cited the unfairness of gaining the benefits of software authors' time, effort, and capital without paying them as a rationale for refusing to publish the source code for his company's flagship...

Robert H. Cushman

Single-Chip Microcomputers the Universal Logic of the 1980s?" Vol. 24, January 5, 1979, pps. 83-89 "The Promise of Analog Microprocessors: Low Cost Digital

Robert (Bob) Herman Cushman (16 January 1924 in Evanston, Illinois – 27 January 1996 in Essex, Connecticut) was an American trade magazine journalist who had written extensively across several engineering disciplines, two in particular during the vanguard of rapid technological advances and ensuing market boom of their respective technologies. In the late 1950s, at the beginning of the Space Race, Cushman had been an editor at Aviation Week & Space Technology. From 1962 to the late-1980s, he was an editor for Electronic Design News. He started out at EDN as the East Coast editor and soon rose to Special Features Editor covering microprocessing. Cushman was widely known within the microprocessing industry for his influential writings in Electronic Design News about microprocessors during...

Lisp machine

designed to efficiently run Lisp as their main software and programming language, usually via hardware support. They are an example of a high-level language

Lisp machines are general-purpose computers designed to efficiently run Lisp as their main software and programming language, usually via hardware support. They are an example of a high-level language computer architecture. In a sense, they were the first commercial single-user workstations. Despite being modest in number (perhaps 7,000 units total as of 1988) Lisp machines commercially pioneered many now-commonplace technologies, including windowing systems, computer mice, high-resolution bit-mapped raster graphics, computer graphic rendering, laser printing, networking innovations such as Chaosnet, and effective garbage collection. Several firms built and sold Lisp machines in the 1980s: Symbolics (3600, 3640, XL1200, MacIvory, and other models), Lisp Machines Incorporated (LMI Lambda), Texas...

History of Unix

of an R&D lab, coding software until the wee hours of the morning" – the increasing power of microcomputers in the late 1980s, and in particular the introduction

The history of Unix dates back to the mid-1960s, when the Massachusetts Institute of Technology, Bell Labs, and General Electric were jointly developing an experimental time-sharing operating system called Multics for the GE-645 mainframe.

Multics introduced many innovations, but also had many problems. Bell Labs, frustrated by the size and complexity of Multics but not its aims, slowly pulled out of the project. Their last researchers to leave Multics – among them Ken Thompson, Dennis Ritchie, Doug McIlroy, and Joe Ossanna – decided to redo the work, but on a much smaller scale.

In 1979, Ritchie described the group's vision for Unix:

What we wanted to preserve was not just a good environment in which to do programming, but a system around which a fellowship could form. We knew from experience...

List of Intel processors

transistors at 10 μm Addressable memory 16 KB Typical in early 8-bit microcomputers, dumb terminals, general calculators, bottling machines Developed in

This generational list of Intel processors attempts to present all of Intel's processors from the 4-bit 4004 (1971) to the present high-end offerings. Concise technical data is given for each product.

ARM architecture family

Register Hardware. Archived from the original on 12 December 2011. Retrieved 12 December 2011. Polsson, Ken. "Chronology of Microprocessors". Processortimeline

ARM (stylised in lowercase as arm, formerly an acronym for Advanced RISC Machines and originally Acorn RISC Machine) is a family of RISC instruction set architectures (ISAs) for computer processors. Arm Holdings develops the ISAs and licenses them to other companies, who build the physical devices that use the instruction set. It also designs and licenses cores that implement these ISAs.

Due to their low costs, low power consumption, and low heat generation, ARM processors are useful for light, portable, battery-powered devices, including smartphones, laptops, and tablet computers, as well as embedded systems. However, ARM processors are also used for desktops and servers, including Fugaku, the world's fastest supercomputer from 2020 to 2022. With over 230 billion ARM chips produced, since...

History of Linux

Research Group (CSRG) from UC Berkeley, based on the 6th edition of Unix and UNIX/32V (7th edition) from AT&T. Since BSD contained Unix code that AT&T

Linux began in 1991 as a personal project by Finnish student Linus Torvalds to create a new free operating system kernel. The resulting Linux kernel has been marked by constant growth throughout its history. Since the initial release of its source code in 1991, it has grown from a small number of C files under a license prohibiting commercial distribution to the 4.15 version in 2018 with more than 23.3 million lines of source code, not counting comments, under the GNU General Public License v2 with a syscall exception meaning anything that uses the kernel via system calls are not subject to the GNU GPL.

Golden age of arcade video games

in 1981 with Defender, Donkey Kong, Frogger and others. The central processing unit (CPU) microprocessors in these games allowed for more complexity than

The golden age of arcade video games was the period of rapid growth, technological development, and cultural influence of arcade video games from the late 1970s to the early 1980s. The release of Space Invaders in 1978 led to a wave of shoot-'em-up games such as Galaxian and the vector graphics-based Asteroids in 1979, made possible by new computing technology that had greater power and lower costs. Arcade video games switched from black-and-white to color, with titles such as Frogger and Centipede taking advantage of the visual opportunities of bright palettes.

Video game arcades became a part of popular culture and a primary channel for new games. Video game genres were still being established, but included space-themed shooter games such as Defender and Galaga, maze chase games that followed...

List of Japanese inventions and discoveries

International Trade and Industry (MITI) initiated the Fifth Generation Computer Systems (FGCS) project in 1982. Massively parallel microcomputers — LINKS-1 (1982)

This is a list of Japanese inventions and discoveries. Japanese pioneers have made contributions across a number of scientific, technological and art domains. In particular, Japan has played a crucial role in the digital revolution since the 20th century, with many modern revolutionary and widespread technologies in fields such as electronics and robotics introduced by Japanese inventors and entrepreneurs.

First generation of video game consoles

controlling it, and from there Syzygy Engineering came up with the idea of removing the computer altogether and building specialized hardware to handle everything

In the history of video games, the first generation era refers to the video games, video game consoles, and handheld video game consoles available from 1972 to 1983. Notable consoles of the first generation include the Odyssey series (excluding the Magnavox Odyssey 2), the Atari Home Pong, the Coleco Telstar series and the Color TV-Game series. The generation ended with the Computer TV-Game in 1980 and its following discontinuation in 1983, but many manufacturers had left the market prior due to the market decline in the year of 1978 and the start of the second generation of video game consoles.

Most of the games developed during this generation were hard-wired into the consoles and unlike later generations, most were not contained on removable media that the user could switch between. Consoles...

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