

- * Floating point representation
 1. In General (35–37)
 2. single/double precision, IEEE format (45–48)
- * Addition (p61)
 1. Two's Complement (61)
 2. Overflow
 3. Carry Out
 4. Ripple Carry Adder (65)
- * Multiplication (69)
 1. Serial (70)
 2. Booth (78)
 3. Bit-pair (80)
- * Program Steps (camlo) (100–101)
- * Assembly Considerations
 1. machine language vs assembly language (99)
 2. byte addressable vs bit addressable (102)
 3. addresses and address spaces (102)
 4. endian (102)
 5. memory map (103)
 6. CPU sections (104)
 7. fetch-execution cycle (105)
 8. pipelines (123,385,389)
 9. instruction set(106)
 10. recompilation (107)
 11. RISC vs. CISC (108)
 12. three address, two address and one address (126–127)
 13. size of a program, travel time for data (127–127)
 14. memory addressing modes (129)

- 15. writing functions in assembly (130–136)
- * ARC- an example architecture for assembly
 - 1. 32 bit address space, byte addressable (109)
 - 2. 32 bit word and data types (109)
 - 3. big endian (109)
 - 4. words accessed by byte at lowest address (109)
 - 5. 32 32-bit registers, PC, IR and PSR (110)
 - 6. one word instructions (110)
 - 7. load-store machine (110)
 - 8. %r0, %r14, %r15 (113)
 - 9. instructions (117–120)
 - 10. pseudo-ops (121)
- * Steps of Compilation (lpsco) (152)
- * Symbol table (162–164)
- * Relocatable programs (167,170)
- * linker (modules) (168)
- * loader (171)
- * dynamic link libraries (172)
- * Linker Steps (erss) (168)