

Ode to Machine Architecture

By *srlinuxx*

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I have been writing lately about the importance of learning the underlying tenants of computing if you are going to be a great programmer, and in particular some machine language and computer architecture.

It typically does not make a difference which architecture you learn, or which machine language, as long as the architecture and machine language can illustrate the basic concepts of computing to a level that is useful in future studies of operating systems design and compiler theory, helping you to understand issues like cache management, interrupt handling and I/O.

This blog entry, however, is not going to talk about those issues. Instead it will talk about a few instances in my life where knowing assembly language helped me immensely in solving problems.

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