

### The Zx Spectrum Ula How To Design A Microcomputer Zx Design Retro Computer

"This anthology of original historical essays examines how social relations are enacted in and through computing using the twin frameworks of abstraction and embodiment. The book highlights a wide range of understudied contexts and experiences, such as computing and disability, working mothers as technical innovators, race and community formation, and gaming behind the Iron Curtain"— This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

If you’ve dreamed about having a customized multimedia PC or one tricked out for your favorite games, build your own and make your dreams come true! Build Your Own PC Do-It-Yourself For Dummies makes it easy. Not only is building your own PC a really rewarding project, it can also save you a nice chunk of cash. This step-by-step guide helps you decide what you need, teaches you what all those computer terms mean, and tells you exactly how to put the pieces together. It shows you: What tools you need (not as many as you might think!) All about operating systems How to install CD and DVD drives The scoop on sound and video, and how to put a sound system together from start to finish How to connect a monitor and install a modem All about setting up and configuring the hard drive Secrets for securing your system, and more Included is a bonus DVD showing you how to install the motherboard, CPU, RAM, ports, hard drive, video and sound cards, a DVD drive, and more. With Build Your Own PC Do-It-Yourself For Dummies, you can have the computer you want plus the satisfaction of doing it yourself! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The Making of Prince of Persia

Twenty Fun Games to Code and Learn

A Tribute to the Golden Age of British Gaming

An 80s Adventure with ZX Spectrum, Commodore 64 and More

Early Use of Computers and Teaching about Computing in Schools

Modern Computer Architecture and Organization

A celebration of the early years of the digital revolution, when computing power was deployed in a beige box on your desk. Today, people carry powerful computers in our pockets and call them “phones.” A generation ago, people were amazed that the processing power of a mainframe computer could be contained in a beige box on a desk. This book is a celebration of those early home computers, with specially commissioned new photographs of 100 vintage computers and a generous selection of print advertising, product packaging, and instruction manuals. Readers can recapture the glory days of fondly remembered (or happily forgotten) machines including the Commodore 64, TRS-80, Apple Lisa, and Mattel Aquarius—traces of the techno-utopianism of the not-so-distant past. Home Computers showcases mass-market success stories, rarities, prototypes, one-offs, and never-before-seen specimens. The heart of the book is a series of artful photographs that capture idiosyncratic details of switches and plugs, early user-interface designs, logos, and labels. After a general scene-setting retrospective, the book proceeds computer by computer, with images of each device accompanied by a short history of the machine, its inventors, its innovations, and its influence. Readers who inhabit today's always-on, networked, inescapably connected world will be charmed by this visit to an era when the digital revolution could be powered down every evening.

An image-driven chronological look at the PC, from the 1970s to present day, is supplemented with critical industry milestones, screenshots of the original software designed for the original machine, and social and cultural anecdotes from PC creators.

It is November 1993 and young Billy Twist and his friends are about to discover the exciting new world of microcomputers and gaming. A nostalgic story of ZX Spectrum, Commodore 64, Amatrad and Atari micros. Billy and his friends start on their journey but run into some obstacles as they try to setup a computer video gaming club.

Raspberry Pi For Dummies

Gaming the Iron Curtain

Electronic Dreams

Sinclair ZX Spectrum: A Visual Compendium

Raspberry Pi Projects

A Revision of Bloom’s Taxonomy of Educational Objectives

*The A to Z guide to getting the most from your iPad Your iPad is a magical piece of technology connecting you to the rest of the world pretty much anytime and anywhere. Super thin and (well, almost) light as a feather, it allows you to keep up with your day to day duties, stay in touch with family and friends, catch up with work, relax with books and movies, or even create your own works of art! Given all it's capable of, it's essential to have a guide to help you make the most of your device. The latest edition of iPad and iPad Pro for Dummies helps users of all experience levels navigate this amazing looking glass. Assuming no prior knowledge, it takes you from the basics—including getting to know the iPad and adding useful accessories such as keyboards and pencils—to setting up email, connecting with other devices, maintaining files, and researching and installing the best apps for you. Discover the simple steps to get up and running Make your iPad work better and faster for you Explore the features of the brand new iPadsOS Get easy fixes to common problems Pick up your copy today and find out just how sweet life in Apple tablet form can be!*

*The creator of one of the most innovative and best-selling video games of all time gives an unvarnished look into the process in this one-of-a-kind compilation. Before Prince of Persia was a best-selling video game franchise and a Disney movie, it was an Apple II computer game created and programmed by one person, Jordan Mechner. Mechner's candid and revealing journals from the time capture the journey from his parents' basement to the forefront of the fast-growing 1980s video game industry... and the creative, technical, and personal struggles that brought the prince into being and ultimately into the homes of millions of people worldwide. Now, on the 30th anniversary of Prince of Persia's release, Mechner looks back at the journals he kept from 1985 to 1993, offering new insights into the game that established him as a pioneer of cinematic storytelling in the industry. This beautifully illustrated and annotated collector's edition includes: 300 pages of Jordan's original journals, Present-day margin notations by Jordan adding explanation, context, and affectionate cartoons of real-life characters, Archival visuals illustrating the stages of the game's creation, Work-in-progress sketches, rotoscoped animation, screen shots, interface design, memos, and more, A full-color 32-page "Legacy" section in which Jordan and fans share Prince of Persia memories from the past 30 years, including the Ubisoft games and Disney movie. The Making of Prince of Persia is both a tribute to a timeless classic, and an indelible look at the creative process that will resonate with retro-gaming fans, game developers, and writers, artists, and creators of all stripes.*

*First published in 1982, William Tang's Spectrum Machine Language for the Absolute Beginner is generally considered to be the best introduction to 8-bit machine code programming ever written. With many great game writers crediting this as the book that got them started, there still is no better way to learn the language at the heart of the ZX Spectrum. \* \* \* As the original publisher Melbourne House wrote: If you are frustrated by the limitations of BASIC and want to write faster, more powerful, space-saving programs or subroutines, Spectrum Machine Language for the Absolute Beginner is the book for you. Even with no previous experience of computer languages, you will be able to discover the ease and power of the Spectrum's own language. Each chapter includes specific examples of machine language applications which can be demonstrated and used on your Spectrum as well as a self-test questionnaire. At the end of the book, all this is brought together in an entire machine language program - from design right through to the complete listing of an exciting, original arcade game. \* \* \* Acorn Books is proud to present its Retro Reproduction Series, a collection of classic computing works from the 1980s and 90s, lovingly reproduced in the 21st century. From standards of programming reference no self-respecting microcomputer programmer would be without, to obscure works not found in print anywhere else, these modern reprints are perfect for any connoisseur of retro computing.*

Modeling Enterprise Architecture with TOGAF

Practical Stereo Handbook

New Histories of Computing and Society

The Spectrum; 3

The ZX Spectrum on Your PC

Sinclair and the Sunrise Technology

A no-nonsense, practical guide to current and future processor and computer architectures, enabling you to design computer systems and develop better software applications across a variety of domains Key FeaturesUnderstand digital circuitry with the help of transistors, logic gates, and sequential logicExamine the architecture and instruction sets of x86, x64, ARM, and RISC-V processorsExplore the architecture of modern devices such as the iPhone X and high-performance gaming PCsBook Description Are you a software developer, systems designer, or computer architecture student looking for a methodical introduction to digital device architectures but overwhelmed by their complexity? This book will help you to learn how modern computer systems work, from the lowest level of transistor switching to the macro view of collaborating multiprocessor servers. You'll gain unique insights into the internal behavior of processors that execute the code developed in high-level languages and enable you to design more efficient and scalable software systems. The book will teach you the fundamentals of computer systems including transistors, logic gates, sequential logic, and instruction operations. You will learn details of modern processor architectures and instruction sets including x86, x64, ARM, and RISC-V. You will see how to implement a RISC-V processor in a low-cost FPGA board and how to write a quantum computing program and run it on an actual quantum computer. By the end of this book, you will have a thorough understanding of modern processor and computer architectures and the future directions these architectures are likely to take. What you will learn:Set to grips with transistor technology and digital circuit principlesDiscover the functional elements of computer processorsUnderstand pipelining and superscalar executionWork with floating-point data formatsUnderstand the purpose and operation of the supervisor modelImplement a complete RISC-V processor in a low-cost FPGAExplore the techniques used in virtual machine implementationWrite a quantum computing program and run it on a quantum computerWho this book is for This book is for software developers, computer engineering students, system designers, reverse engineers, and anyone looking to understand the architecture and design principles underlying modern computer systems from tiny embedded devices to warehouse-size cloud server farms. A general understanding of computer processors is helpful but not required.

Back into the Storm: A Design Engineer’s Story of Commodore Computers in 1983 to 1986, as seen through the eyes of a young hardware engineer, Bill Herd. Herd was the lead design engineer for the TED series of home computers which included the Plus/4 and C16. He was also the lead designer for the versatile C128 that sold in the millions and was known fondly as the last of the 8-bit computers. In this book, Bil tells the inside stories that he and his extraordinary team, called “the Animals,” lived through at Commodore. These were years when the home computer wars were at their height, technology moved ahead at a fast pace, and Commodore was at its pinnacle. The best-selling computer of all time, the Commodore C64, was in full swing and had blown past the sales numbers of its competitors, such as Apple, Tandy, Atari, and Sinclair, to name a few, in the home computer market. Commodore’s founder, Jack Tramiel, was the head of the company when Bil began working there. This book describes with intricate detail how Herd and his team designed and built the computers that they were charged with creating for Commodore. It brings you through the design cycles of the computers that Herd headed up, categorized in the book in three stages—early, middle, and late—starting with the TED series of computers that he inherited in his first week at Commodore. The TEDs are known mostly as the Plus/4 and C16 computers, but there were other models that were designed, such as the C364 with a first-of-its-kind desktop interface that actually spoke, but which never made it into production. The TED series was followed by the Commodore C128, which was Herd and the Animals’ invention from start to finish, and amazingly had an unheard of three operating systems. This was a high pressure time, a unique time in computer history, when a handful of (mostly) young individuals could craft a computer using the resources of one of the largest computer manufacturers at the time at their disposal, and yet there were no design committees nor management oversight groups to get in the way of true progress. As crazy as it sounds (and it does sound crazy), they designed from their hearts and for the five-month period that it took to get a computer from paper to the Consumer Electronics Show (the Super Bowl for the computer industry), they lived, breathed, and ate everything dealing with how to get their computers done. They added features that they thought were good ideas and did their best to dodge the bad ideas from middle management that were thrust in their direction. They had that cockiness that came from knowing that they would outlive these bosses in the Commodore corporate culture, if they were successful, and providing they survived the highwire, design cycle themselves. They worked hard, they played hard. Come for an insider’s ride with Bil Herd and the Animals in this fun adventure!

This book takes the reader through the design and implementation of the Sinclair ZX Spectrum’s custom chip, revealing ideas and did their best to dodge the bad ideas from middle management that were thrust in their direction. By using it as case study, the techniques required to design an 8-bit microcomputer are explained, along with comprehensive details of the Ferranti ULA manufacturing process. If you have ever wanted to design your own computer or wondered what was behind the most successful microcomputer of the 1980s, then this is the book for you. For the first time, the inner working of the Sinclair ZX Spectrum’s custom chip and heart of the computer, the Ferranti ULA, is exposed in minute detail. Packed with over 140 illustrations and circuit diagrams, this book takes the reader through the cutting edge technology that was the Ferranti ULA and the design of the ZX Spectrum home computer, illustrating the principles and techniques involved in creating a cost effective computer that required nothing more than a television set and a cassette recorder. The ZX Spectrum ULA is an essential read for the electronics hobbyist, student or electronic engineer wishing to design their own retro-style microcomputer or anyone with an interest in historical micro-electronic and digital design. All topics are explained in simple yet precise terms, building on their careful introduction towards the full functionality presented by the Sinclair computer. Some of the topics covered are: The architecture of the standard microcomputer, Ferranti and their ULA, manufacturing process and structure, The functional layout of the ZX Spectrum ULA, Video display generation, Memory contention and timing, ZX Spectrum design bugs such as “The Snow Effect,” Hidden features, ULA version differences.

The Hanwell Dekatron Computer

Software, Programming, and Architecture

Abstractions and Embodiments

The ZX Spectrum ULA

The Deconstruction of a Myth

Learning FPGAs

Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi! Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it.

This book is ideal for beginner coders of 7+ years or ZX Spectrum fans that want to learn or practice building simple games. The book contains 20 fun games to type-in specifically created for this book, from Arcade classics to more wacky game ideas.

Here is the definitive book for the Commodore owner. A complete and comprehensive guide to make you total master of your Commodore 64. Commodore 64 Exposed is an encyclopedia of solutions from Basic programming through to machine language, and includes vital tables of memory locations and system variables.

The 8085A Microprocessor

Commodore 64 Exposed

The Complete Spectrum ROM Disassembly

Speccy Nation

Digital Design for Beginners with Mojo and Lucid HDL

*A Taxonomy for Learning, Teaching, and Assessing Modeling Enterprise Architecture with TOGAF explains everything you need to know to effectively model enterprise architecture with The Open Group Architecture Framework (TOGAF), the leading EA standard. This solution-focused reference presents key techniques and illustrative examples to help you model enterprise architecture. This book describes the TOGAF standard and its structure, from the architecture transformation method to governance, and presents enterprise architecture modeling practices with plenty of examples of TOGAF deliverables in the context of a case study. Although widespread and growing quickly, enterprise architecture is delicate to manage across all its dimensions. Focusing on the architecture transformation method, TOGAF provides a wide framework, which covers the repository, governance, and a set of recognized best practices. The examples featured in this book were realized using the open source Modello tool, which includes extensions for TOGAF. Includes intuitive summaries of the complex TOGAF standard to let you effectively model enterprise architecture Uses practical examples to illustrate ways to adapt TOGAF to the needs of your enterprise Provides model examples with Modello, a free modeling tool, letting you exercise TOGAF modeling immediately using a dedicated tool Combines existing modeling standards with TOGAF*

*Get your slice of Raspberry Pi With the invention of the unique credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its first year, and you're about to find out why! In Raspberry Pi For Dummies, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages Raspberry Pi For Dummies, 3rd Edition makes computing as easy as pie!*

*This book is a collection of refereed invited papers on the history of computing in education from the 1970s to the mid-1990s presenting a social history of the introduction and early use of computers in schools. The 30 papers deal with the introduction of computer in schools in many countries around the world: Norway, South Africa, UK, Canada, Australia, USA, Finland, Chile, The Netherlands, New Zealand, Spain, Ireland, Israel and Poland. The authors are not professional historians but rather people who as teachers, students or researchers were involved in this history and they narrate their experiences from a personal perspective offering fascinating stories.*

iPad and iPad Pro For Dummies

Spectrum Machine Language for the Absolute Beginner

100 Icons that Defined a Digital Generation

A Practical Guide Using UML and BPMN

Microprocessor 8085 and Its Interfacing

A tribute to the ZX Spectrum and the golden age of British gaming from veteran games journalist Dan Whitehead. Witty write-ups on fifty classic games that helped define the ZX Spectrum.

How did computers invade the homes and cultural life of 1980s Britain? Remember the ZX Spectrum? Ever have a go at programming with its stretchy rubber keys? How about the BBC Micro, Acorn Electron, or Commodore 64? Did you marvel at the immense galaxies of Elite, master digital kung-fu in Way of the Exploding Fist or lose yourself in the surreal caverns of Manic Miner? For anyone who was a kid in the 1980s, these iconic computer brands are the stuff of legend. In Electronic Dreams, Tom Lean tells the story of how computers invaded British homes for the first time, as people set aside their worries of electronic brains and Big Brother and embraced the wonder-technology of the 1980s. This book charts the history of the rise and fall of the home computer, the family of futuristic and quirky machines that took computing from the realm of science and science fiction to being a user-friendly domestic technology. It is a tale of unexpected consequences, when the machines that parents bought to help their kids with homework ended up giving birth to the video games industry, and of unrealised ambitions, like the ahead-of-its-time Prestel network that first put the British home online but failed to change the world. Ultimately, it's the story of the people who made the boom happen, the inventors and entrepreneurs like Clive Sinclair and Alan Sugar seeking new markets, bedroom programmers and computer hackers, and the millions of everyday folk who bought in to the electronic dream and let the computer into their lives.

The ZX Spectrum ULAHow To Design A Microcomputer

The Computers That Made Britain

iMac for Dummies

The Definitive Tool to Improve Your Python Programming and Deep Learning to Take You to The Next Level of Coding and Algorithms Optimization

Machine Learning with Python

Home Computers

The Evolution and Design of the Personal Computer

Congratulations! When you bought that shiny new anodized aluminum iMac, you made a great choice. Now you want take advantage and control of that baby's awesome speed, high performance, powerful operating system, and fantastic applications, and iMac 10.

Learn how to design digital circuits with FPGAs (field-programmable gate arrays), the devices that reconfigure themselves to become the very hardware circuits you set out to program. With this practical guide, author Justin Rajewski shows you hands-on how to create FPGA projects, whether you 're a programmer, engineer, product designer, or maker. You 'll quickly go from the basics to designing your own processor. Designing digital circuits used to be a long and costly endeavor that only big companies could pursue. FPGAs make the process much easier, and now they 're affordable enough even for hobbyists. If you 're familiar with electricity and basic electrical components, this book starts simply and progresses through increasingly complex projects. Set up your environment by installing Xilinx ISE and the author 's Mojo IDE Learn how hardware designs are broken into modules, comparable to functions in a software program Create digital hardware designs and learn the basics on how they 'll be implemented by the FPGA Build your projects with Lucid, a beginner-friendly hardware description language, based on Verilog, with syntax similar to C/C++ and Java

How amateur programmers in 1980s Czechoslovakia discovered games as a medium, using them not only for entertainment but also as a means of self-expression. Aside from the exceptional history of Tetris, very little is known about gaming culture behind the Iron Curtain. But despite the scarcity of home computers and the absence of hardware and software markets, Czechoslovakia hosted a remarkably active DIY microcomputer scene in the 1980s, producing more than two hundred games that were by turns creative, inventive, and politically subversive. In Gaming the Iron Curtain, Jaroslav Svetch offers the first social history of gaming and game design in 1980s Czechoslovakia, and the first book-length treatment of computer gaming in a once country of the Soviet bloc. Svetch describes how amateur programmers in 1980s Czechoslovakia discovered games as a medium, using them not only for entertainment but also as a means of self-expression. Sheltered in state-supported computer clubs, local programmers fashioned games into a medium of expression that, unlike television or the press, was neither regulated nor censored. In the final years of Communist rule, Czechoslovak programmers were among the first in the world to make activist games about current political events, anticipating trends observed decades later in independent or experimental titles. Drawing from extensive interviews as well as political, economic, and social history, Gaming the Iron Curtain tells a compelling tale of gaming the system, introducing us to individuals who used their ingenuity to be active, be creative, and be heard.

Digital Retro

How Teenagers and Amateurs in Communist Czechoslovakia Claimed the Medium of Computer Games

Build Your Own PC Do-It-Yourself For Dummies

How 1980s Britain Learned to Love the Computer

The Sinclair Story

Back Into the Storm

*Get the most out of the powerful new Samsung Galaxy S20 With its superstar refresh rate for seamless browsing and spectacularly enhanced camera—among many other goodies—there’s a lot to enjoy about your sleek new Samsung S20. Whether you’re a Samsung newbie or an upgrading customer, Samsung Galaxy S20 for Dummies is the perfect guide to the latest generation. From the basics, like setup and security, to the fun, like the supercool Single Take mode, this book has you covered from the moment you take your new smartphone out of its shiny new box. Want to watch movies? Navigate your way around with GPS? Say hello to family and friends on social media? All the easy-to-follow tips and tricks that make it fast and fun are pages away! Configure and personalize your new phone Get going with the best features, apps, and games Shoot eye-popping photo and video with 30x zoom and nighttime mode Sync with your other devices Whatever you want to use it for gaming with friends, in-app conferencing or emailing for work, shooting home movies, sending witty Tweets—or even making phone calls—this friendly, no-nonsense how-to is the best guide to your galaxy. Enjoy!*

*Machine learning is rapidly changing the world, from diverse types of applications and research pursued in industry and academia. Machine learning is affecting every part of your daily life. From voice assistants using NLP and machine learning to make appointments, check your calendar, and play music, to programmatic advertisements - that are so accurate that they can predict what you will need before you even think of it. Powerful, isn't it? Do you want to do machine learning using Python, but you're having trouble getting started? Then this Complete Python Handbook will teach you every single info you need to know about this popular and powerful interpreted language. In this Step by Step Tutorial you will: Learn Exactly How Phython Works and why its functionalities are so advantageous compared with any other programming language Realize How Python Is The Ideal Programming Language for Querying Data and Retrieving Valuable Insights to always be able to find what you are looking for in the easiest possible way. Have the Chance to Practice What You Learn thanks to the exercises you find inside this Manual so that you are always sure you are doing the right thing in the right way. Discover, Even If You Use Python As a Beginner, Practical Ways to Build Your Machine Learning Solutions. With all the data available today, machine learning applications are limited only by your imagination. Have in Your Hands Several Possibilities for Both High and Low-Level Web Development to create websites and web applications for any kind of business ... & Lot More! Stop being afraid of all those difficult and tricky programming languages, now you can start learning or improve your knowledge of this incredible and super easy to understand programming language. This Machine Learning With Python Tutorial is designed for software programmers and beginners who need to learn Python programming language from scratch. Python is chosen by the best in the world, companies like Google, Facebook, or Microsoft, and it's growing very fast. Developers love its features. Eager to know why? Order Your Copy Now And Start Coding Your Best Project Ever!*

*The new second edition presents the fundamental software and hardware needed to begin understanding the 8-bit chip. Coverage prepares readers for all aspects of microprocessors, beginning with the necessary 8-bit chip format and concluding with the faster 16-bit and 32-bit chips, including new coverage of parallel and serial data, an overview of the 8086/8088 family of microprocessors, and many more programming examples.*

A Design Engineer’s Story of Commodore Computers in the 1980s

The Sinclair ZX Spectrum

ZX Spectrum Games Code Club

Learn x86, ARM, and RISC-V architectures and the design of smartphones, PCs, and cloud servers

Reflections on the History of Computers in Education

Journals 1985 - 1993

This revision of Bloom’s taxonomy is designed to help teachers understand and implement standards-based curriculums. Cognitive psychologists, curriculum specialists, teacher educators, and researchers have developed a two-dimensional framework, focusing on knowledge and cognitive processes. In combination, these two define what students are expected to learn in school. It explores curriculums from three unique perspectives—cognitive psychologists (learning emphasis), curriculum specialists and teacher educators (C & I emphasis), and measurement and assessment experts (assessment emphasis). This revisited framework allows you to connect learning in all areas of curriculum. Educators, or others interested in educational psychology or educational methods for grades K-12.

Samsung Galaxy S20 For Dummies

How to Design a Microcomputer

Early Home Computers

The ZX Spectrum Explored

The Micro Kids