

## MIPS III

- I'll use C/C++ as our high level language in order to study how a C/C++ compiler compiles a C/C++ program into assembly and machine code.

## Textbook

- TEXTBOOK: J. L. Hennessy & D. A. Patterson, *Computer Organization and Design: The Hardware/Software Interface*, Morgan Kaufmann. Commonly called “**COD**”.
- Most books:
  - How to write assembly language programs
  - How computer works.
- COD:
  - How to write assembly language programs
  - How computer works, ... AND
  - The design philosophy and implementation of the MIPS instruction set architecture and explain the reasons behind why the design principles behind MIPS

Not just a “how and what” book, but also a “why” book.