

Contents

Chapter 1: Starting Assembler

In which we connect to the machine, learn to navigate the operating system, submit a job, and examine the output.

Chapter 2: Do You Zee What I Zee?

In which we examine the machine components that affect the programs we write.

Chapter 3: A First Program

In which we look at a complete program, discuss each component, and generally try to get the hang of what an assembler program contains.

Chapter 4: How System/z Works

In which we examine how the machine finds a data field, become familiar with five kinds of instructions formats, and pay some attention to what the machine does all day long.

Chapter 5: Character Study

In which we examine the instructions that can be used to read, move, compare and print character data.

Chapter 6: File It Under I Or O

In which we learn to read and write records.

Chapter 7: Slowly, I Turn

In which we learn how to go from here to there and back again.

Chapter 8: Packing It In

In which we learn to add, subtract, multiply, and divide decimal data.

Chapter 9: Bin There, Done That!

In which we learn to add, subtract, multiply and divide binary data.

Chapter 10: Assembler for Dummies

In which we learn that working with dummies can be the smart thing to do.

Chapter 11: Calling All Programs

In which we learn how one program can call another.

Chapter 12: Bit-By-Bit

In which we examine some of the instructions that manipulate bits.

Chapter 13: Exotic Locales

In which we examine some of the more powerful instructions and explore some of the darker corners of the Assembler landscape.

Chapter 14: Exit, Pursued By A Bear

In which we examine how to write exit routines.

Appendix 1: Arithmetic Conversions: Decimal, Binary, Hexadecimal

In which we learn to do conversions with a pencil and our brain.

Appendix 2: Two's Complement Arithmetic

In which we figure out how a sequence of 1's and 0's can be negative