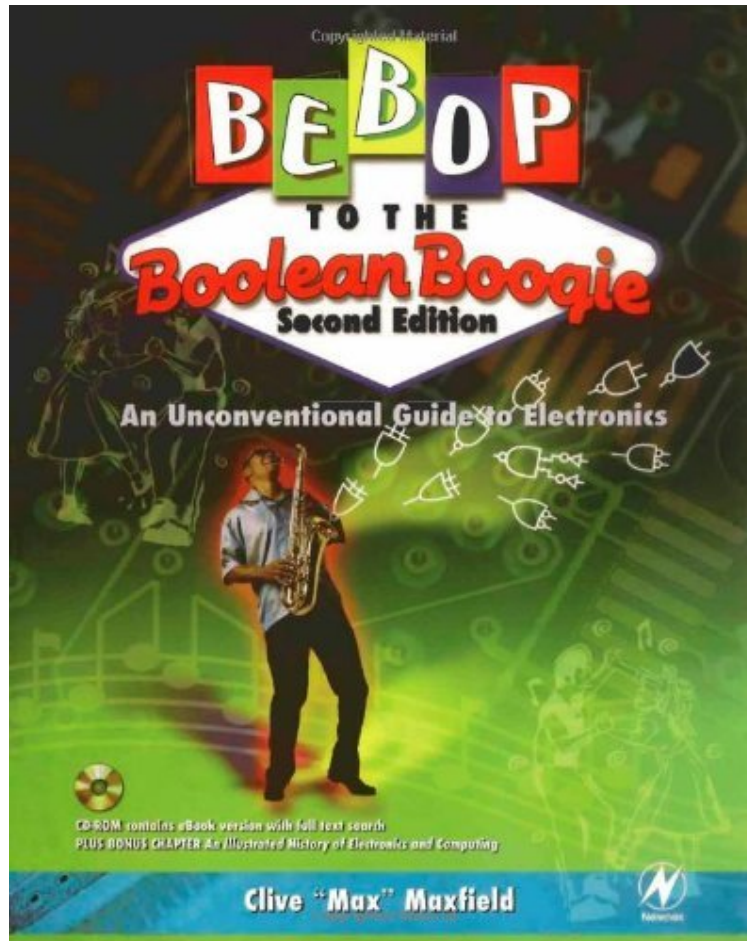


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Bebop to the Boolean Boogie: An Unconventional Guide to Electronics, Second Edition

Clive Maxfield

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Clive Maxfield : *Bebop to the Boolean Boogie: An Unconventional Guide to Electronics, Second Edition* before purchasing it in order to gauge whether or not it would be worth my time, and all praised *Bebop to the Boolean Boogie: An Unconventional Guide to Electronics, Second Edition*:

0 of 0 people found the following review helpful. a good book, badly assembled. By A Curmudgeon in Brookeville As an embedded software engineer, I had a great time reading it. It was fun informative. Only issue I had was that the publisher didn't assemble the book correctly: one of the sections (in the printing/binding context) was duplicated, while another section was missing. 12 of 13 people found the following review helpful. Irreverent writing, good topics. By wiredweird Maxfield's book is unique, both in format and in content. And I'm not just talking about the gumbo recipe at the end. The first section, almost 150 pages, is "logic lite." It starts with transistors, both MOS and bipolar. From there it works its way up to simple latches and such, and scratches the surface of state machines, with side trips to boolean arithmetic and such. The breezy, informal style will work for people put off by more academic

treatments, but the logic design content stops way short of what any other basic logic text would present. The second, longer section covers material sorely missing from all other logic texts I know. It starts with the simpler parts of silicon fab process, then goes through all kinds of printed circuits and hybrid packages giving a fair tour of the basic printed circuit (PC) processes that were current when the book was written (1995). It even goes into gutsy stuff like the copper patterns in PC processes that have to do with heat flow during soldering. All those real-world facts earned this book an extra star. The "far out technology" chapter at the end is an interesting read, too, with its discussions of nano, optical, and molecular computing. The book's weaknesses are significant, though. It would work well with any of several companion texts that would cover what this misses. That includes more advanced logic techniques, like alternatives to gate-level implementation and all the fussy bits of state machines. A standard logic text (e.g. Katz) would fill in those blanks. Going in a different direction, it does only a little towards talking about how PC layout interacts with logic design. More about ground planes, guard rings, power decoupling, RF emissions, etc. would fit well with the detail presented here, especially when you see how much time and effort it already spends on "vias" vs. "holes." The little bit of analog discussion from the front would help here - why inductive effects matter at high frequencies, why distributed capacitance is different from lumped, why you'd have a high-value and low-value capacitor in parallel, and why that ceramic cap near the power input has a saw cut in the edge. A third possible direction would be the way Wirth's book on circuit design for CS students went: into the higher levels of design, letting tools attend to the lower levels. The biggest flaw is in treating FPGAs as exotic, out-there technology - by 1995, they were well into the main stream, and have very nearly killed off discrete logic and ASICs in many areas. If you just want a light-weight intro to logic design and to the physical circuits that carry it, this is OK. It could have been better in all directions and, at this 2005 writing, you should check it's sell-by date. I gave it the fourth star for addressing PCs and mounting at all, not for addressing them well. //wiredweird1 of 2 people found the following review helpful. Makes Really Boring Stuff Interesting By Thomas Dunham As a student finishing my B.S. in Computer Science, I very badly needed something to liven up my CPU architecture and discrete math classes, which were horribly boring. This book not only did a GREAT job of clarifying the finer points of boolean logic, but somehow managed to make it interesting. I would recommend this book to anyone trying to understand the nuts-and-bolts behind what makes your computer tick.

From reviews of the first edition: "If you want to be reminded of the joy of electronics, take a look at Clive (Max) Maxfield's book *Bebop to the Boolean Boogie*." --Computer Design "Lives up to its title as a useful and entertaining technical guide....well-suited for students, technical writers, technicians, and sales and marketing people." --Electronic Design "Writing a book like this one takes audacity! ... Maxfield writes lucidly on a variety of complex topics without 'writing down' to his audience." --EDN "A highly readable, well-illustrated guided tour through basic electronics." - Science Books Films "Extremely readable and easy to understand, you'll wonder how people learned about this stuff before this book came along." --New Book Bulletin, Computer Literacy Bookshops* The difference between the analog and digital worlds.* What logic gates are and how to make them from transistors.

"Extremely readable and easy to understand, you'll wonder how people learned about this stuff before this book came along." - New Book Bulletin, Computer Literacy Bookshops "A highly readable, well-illustrated guided tour through basic electronics." - Science Books Films "There's something for anyone involved in anyway in electronics, whether as a mild interest or as a serious technician. . . . The book is an excellent and invaluable resource for anyone who's ever held a soldering iron and wants to know what makes current electronics technology tick, and where it's going in the future." - Everyday with Practical Electronics (U.K.) "This book is better than most college courses for learning electronics basics." - The Daily Spectrum "Maxfield shows the best of his style, mixing deep knowledge of technical history with a great sense of humor and a strong passion for finding some (almost) unbelievable nuggets of trivia. On the whole, this is a book that deserves the acclaim it received since the very first edition and it should be on the desk of everybody who is interested in digital electronics design." - Electronics World, January 2006 From the Back Cover*Written in quirky fun style that has generated a strong following for the author and sales of over 10,000 copies of the First Edition *The Second Edition is even bigger and better than the first, with lots of new material, illustrations, and an expanded glossary *Ideal for training incoming engineers and technicians, and for people in marketing or other related fields or anyone else who needs to familiarize themselves with electronics terms and technology *Bebop to the Boolean Boogie* is now better than ever! The long-awaited second edition of Clive Maxfield's comprehensive introduction to contemporary electronics is still friendly, funny and quirky, and it has been completely updated with lots of new material. Each subject is covered in a novel and thought-provoking way. Whether you're an engineer, hobbyist, or student who needs a thorough and up-to-date electronics reference or a nontechnical person who wants to understand more about this electron dance that has seemingly taken over the world, this book is the answer. The writing is clear and witty and is supported by hundreds of diagrams that clarify even the most difficult subjects. The exhaustive glossary is almost worth the price of the book by itself. Now accompanied by a CD-ROM with a fully searchable electronic version of the text! From reviews of the first edition: "If you want to be reminded of the joy of

electronics, take a look at Clive (Max) Maxfield's book *Bebop to the Boolean Boogie*." --Computer Design "Lives up to its title as a useful and entertaining technical guide....well-suited for students, technical writers, technicians, and sales and marketing people." --Electronic Design "Writing a book like this one takes audacity! ... Maxfield writes lucidly on a variety of complex topics without "writing down" to his audience." --EDN "A highly readable, well-illustrated guided tour through basic electronics." -Science Books Films "Extremely readable and easy to understand, you'll wonder how people learned about this stuff before this book came along." --New Book Bulletin, Computer Literacy Bookshops