

Put your Sinclair in Touch with the Real World!

Out there, there's a whole lot of hardware your computer never knew about ... lights, switches, joysticks and lots more that your computer would just love to touch.

But how?

This book shows you all you need to know as an introduction to hardware design and microcomputer interfacing, on a budget.

It takes you step-by-step from nervously switching on the soldering iron, through to challenging projects such as controlling lights, switches and simple video games. Through these projects, machine code programs are written which control the external hardware. No prior knowledge of machine code is required as each step is explained.

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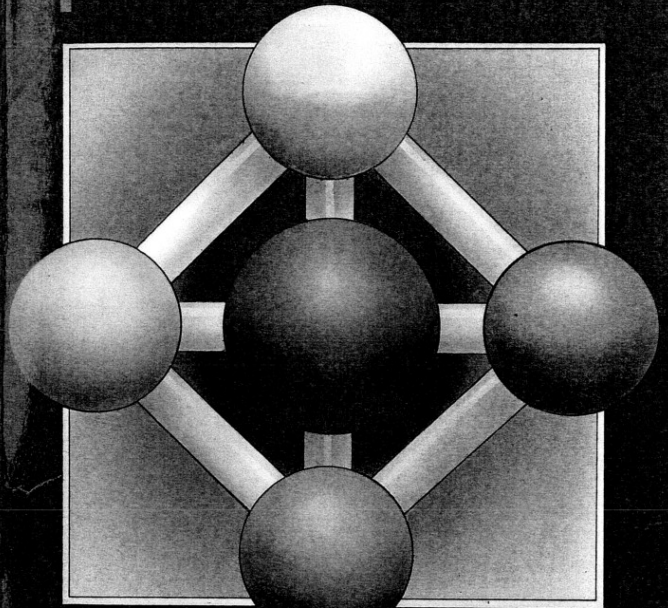
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Natasha Graham
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