

Which Chapter Should I Read Next?

By reading Chapters 1 to 4, you learn enough Assembly programming to understand the *startup.s* file and depending on your backgrounds and the aims of your studies, you can choose to study different chapters next to chapter 4:

- Chapter 5 covers the differences between implementing the unsigned and signed variables. So, if you already know the differences between signed and unsigned numbers and you like to practically write programs with Arm Chips, you can begin learning C programming by studying Chapter 7. Otherwise, you should read Chapter 5. You can read Chapter 5 before, together, or after Chapter 7.
- Chapter 6 covers the advanced topics about Assembly programming. So, if you want to master the Assembly language you should study chapter 6. Otherwise, you can skip it.
- In Chapter 8, you learn to write programs for GPIO ports using both Assembly and C languages. The chapter is written so that it has least dependencies with the previous chapters. So, if you like to master the Arm Assembly, you can also read Chapter 6 after Chapter 8 and practice the advanced addressing modes and bit banding Sections of Chapter 6 using the GPIO registers.

If you are reading the book as a self-study, you can use the following plans.

