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Meta-Lists

- atariarchives.org atariarchives.org makes books, information, and software for Atari and other classic computers available on the Web.
- Bento
- Bitsavers.org
- Bookboon: IT & Programming
- Cheat Sheets (Free)
- Codingus
- conceptf1.blogspot.com
- Free Smalltalk Books, collected by Stéphane Ducasse
- Free Tech Books
- IBM Redbooks
- InfoQ Minibooks
- InTech: Computer and Information Science
- JSBooks - directory of free javascript ebooks
- Learn X in Y minutes
- Learneroo Resources to Learn Programming
- Microsoft Guides to Software
- Microsoft Press: Free E-Books
- Microsoft Technologies 1, including books on Windows Azure, SharePoint, Visual Studio Guide, Windows phone development, ASP.net, Office365, etc. collection by Eric Ligman
- Microsoft Technologies 2, including books on Windows Azure, SharePoint, Visual Studio Guide, Windows phone development, ASP.net, etc. collection by Eric Ligman
- O'Reilly's Commons
- O'Reilly's Open Books Project
- Papers we love
- Red Gate Books
- Stef's Free Online Smalltalk Books
- TechBooksForFree.com
- The Definitive C++ Book Guide and List
- Theassayer.org
- tutorialspoint
- Wikibooks: Programming

Graphics Programming

- Blender 3D: Noob to Pro
- DirectX manual (draft)
- GPU Gems
- Graphics Programming Black Book
- Grokking the GIMP
- Introduction to Modern OpenGL
- Learn OpenGL - Joey de Vries
- Learning Modern 3D Graphics Programming (draft)
- OpenGL - Concepts and illustrations.
- OpenGL Programming Guide (The Red Book) (PDF)
- ShaderX series
- Tutorials for modern OpenGL
Graphical User Interfaces

- Best of Smashing Magazine
- Programming with gtkmm 3
- Search User Interfaces - Marti A. Hearst

Language Agnostic

Algorithms & Data Structures

- A Field Guide To Genetic Programming
- Algorithmic Graph Theory
- Algorithms and Automatic Computing Machines (1963) - B. A. Trakhtenbrot
- Algorithms and Complexity (PDF)
- Algorithms Course Materials - Jeff Erickson
- Analysis and Design of Algorithms - Sandeep Sen, IIT Delhi
- Animated Algorithm and Data Structure Visualization (Resource)
- Binary Trees (PDF)
- Clever Algorithms
- CS Unplugged: Computer Science without a computer
- Data Structures - Prof. Subhashis Banerjee, IIT Delhi
- Data Structures (Into Java) - Paul N. Hilfinger (PDF)
- Data Structures and Algorithms: Annotated Reference with Examples - G. Barnett and L. Del Toro (PDF)
- Data Structures Succinctly Part 1, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
- Data Structures Succinctly Part 2, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
- Elementary Algorithms - Larry LIU Xinyu
- Foundations of Computer Science - Al Aho and Jeff Ullman
- Handbook of Graph Drawing and Visualization
- Lectures Notes on Algorithm Analysis and Computational Complexity (Fourth Edition) - Ian Parberry (use form at bottom of license)
- LEDA: A Platform for Combinatorial and Geometric Computing
- Linked List Basics (PDF)
- Linked List Problems (PDF)
- Matters Computational: Ideas, Algorithms, Source Code (PDF)
- Open Data Structures: An Introduction - Pat Morin
- Planning Algorithms
- Problems on Algorithms (Second Edition) - Ian Parberry (use form at bottom of license)
- Purely Functional Data Structures (PDF)
- Sequential and parallel sorting algorithms
- Text Algorithms (PDF)
- The Algorithm Design Manual
- The Art of Computer Programming - Donald Knuth (fascicles, mostly volume 4)
- The Design of Approximation Algorithms (PDF)
- The Great Tree List Recursion Problem (PDF)
- Think Complexity (PDF)
Cellular Automata

- A New Kind of Science - Stephen Wolfram
- Cellular Automata Books

Cloud Computing

- Monitoring Modern Infrastructure (account required)
- Multi-tenant Applications for the Cloud, 3rd Edition
- OpenStack Operations Guide

Competitive Programming

- Competitive Programming, 1st Edition (PDF)

Compiler Design

- An Introduction to GCC - Brian Gough
- Basics of Compiler Design (Anniversary Edition) - Torben Mogensen
- Compiler Construction (PDF)
- Compiler Design in C (1990) - Allen Holub, Prentice Hall
- Compiler Design: Theory, Tools, and Examples, C/C++ Edition - Seth D. Bergmann
- Compiler Design: Theory, Tools, and Examples, Java Edition - Seth D. Bergmann
- Compiling Scala for the Java Virtual Machine - Michel Schinz (PDF)
- Crafting Interpreters (:construction:) - Bob Nystrom (HTML)
- Implementing Functional Languages: A Tutorial - Simon Peyton Jones, David Lester
- Let's Build a Compiler (PDF)
- Linkers and Loaders - John R. Levine
- Practical and Theoretical Aspects of Compiler Construction (class lectures and slides)

Computer Vision

- Computer Vision - Dana Ballard, Chris Brown
- Computer Vision: Algorithms and Applications - Richard Szeliski
- Computer Vision: Models, Learning, and Inference - Simon J.D. Prince
- Programming Computer Vision with Python - Jan Erik Solem

Database

- Big Data Now: Current Perspectives from O'Reilly Radar
- Database Explorations (PDF)
- Database Fundamentals (PDF)
- Databases, Types, and The Relational Model: The Third Manifesto (PDF)
- Foundations of Databases
- Readings in Database Systems, 5th Ed.
• Temporal Database Management - Christian S. Jensen
• The Theory of Relational Databases
• What is Database Design, Anyway?

Datamining

• A Programmer's Guide to Data Mining - Ron Zacharski (Draft)
• Data Jujitsu: The Art of Turning Data into Product (Just fill the fields with any values)
• Data Mining Algorithms In R
• Internet Advertising: An Interplay among Advertisers, Online Publishers, Ad Exchanges and Web Users (PDF)
• Introduction to Data Science - Jeffrey Stanton
• Mining of Massive Datasets
• School of Data Handbook
• Theory and Applications for Advanced Text Mining

Information Retrieval

• Information Retrieval: A Survey (PDF)
• Introduction to Information Retrieval

Licensing

• Creative Commons: a user guide - Simone Aliprandi
• Open Source Licensing Software Freedom and Intellectual Property Law - Lawrence Rosen
• The Public Domain: Enclosing the Commons of the Mind - James Boyle

Machine Learning

• A Brief Introduction to Neural Networks
• A Course in Machine Learning (PDF)
• A First Encounter with Machine Learning (PDF)
• An Introduction to Statistical Learning - Gareth James, Daniela Witten, Trevor Hastie and Robert Tibshirani
• Bayesian Reasoning and Machine Learning
• Deep Learning - Ian Goodfellow, Yoshua Bengio and Aaron Courville
• Gaussian Processes for Machine Learning
• Information Theory, Inference, and Learning Algorithms
• Introduction to Machine Learning - Amnon Shashua
• Learn Tensorflow - Jupyter Notebooks
• Learning Deep Architectures for AI (PDF)
• Machine Learning
• Machine Learning, Neural and Statistical Classification
• Neural Networks and Deep Learning
• Probabilistic Models in the Study of Language (Draft, with R code)
- Reinforcement Learning: An Introduction
- The Elements of Statistical Learning - Trevor Hastie, Robert Tibshirani, and Jerome Friedman
- The LION Way: Machine Learning plus Intelligent Optimization
- The Python Game Book

Mathematics

- A First Course in Linear Algebra - Robert A. Beezer
- Advanced Algebra - Anthony W. Knapp (PDF)
- An Introduction to the Theory of Numbers - Leo Moser (PDF)
- Basic Algebra - Anthony W. Knapp (PDF)
- Bayesian Methods for Hackers - Cameron Davidson-Pilon
- Book of Proof - Richard Hammack (PDF)
- Calculus - Gilbert Strang (PDF)
- Calculus Made Easy - Silvanus P. Thompson (PDF)
- Category Theory for the Sciences
- CK-12 Probability and Statistics - Advanced
- Collaborative Statistics
- Computational and Inferential Thinking. The Foundations of Data Science
- Computational Geometry
- Concepts & Applications of Inferential Statistics
- Differential Equations - Paul Dawkins (PDF, use form to download)
- Discrete Mathematics - Dr. Arbind K Lal, IIT Kanpur (PDF)
- Elementary Differential Equations - William F. Trench (PDF)
- Essentials of Metaheuristics - Sean Luke
- Graph Theory
- Introduction to Probability - Charles M. Grinstead and J. Laurie Snell
- Introduction to Probability and Statistics Spring 2014
- Introduction to Statistical Thought - Michael Lavine
- Kalman and Bayesian Filters in Python
- Knapsack Problems - Algorithms and Computer Implementations - Silvano Martello and Paolo Toth
- Lecture Notes of Linear Algebra - Dr. P. Shunmugaraj, IIT Kanpur (PDF)
- Linear Algebra - Dr. Arbind K Lal, IIT Kanpur (PDF)
- Linear Algebra (PDF)
- Linear Algebra: An Introduction to Mathematical Discourse - Jim Hefferon
- Mathematical Logic - an Introduction (PDF)
- Mathematics, MTH101A - P. Shunmugaraj, IIT Kanpur
- Notes on Differential Equations - Robert E. Terrell (PDF)
- Number Theory - Holden Lee MIT
- OpenIntro Statistics
- Ordinary Differential Equations
- Power Programming with Mathematica - David B. Wagner
- Probability and Statistics Cookbook
- Probability and Statistics EBook
- Statistics Done Wrong - Alex Reinhart
- Think Bayes: Bayesian Statistics Made Simple - Allen B. Downey
- Think Stats: Probability and Statistics for Programmers - Allen B. Downey (using Python)
Mathematics For Computer Science

- Discrete Structures for Computer Science: Counting, Recursion, and Probability - Michiel Smid

Misc

- 2016 European Software Development Salary Survey *(Just fill the fields with any values)*
- 2016 Software Development Salary Survey *(Just fill the fields with any values)*
- 97 Things Every Programmer Should Know - Extended
- A Mathematical Theory of Communication - Claude E. Shannon
- Ansible Up & Running (first three chapters) *(account required)*
- Asterisk™: The Definitive Guide
- Barcode Overview (PDF)
- Bitcoin and Cryptocurrency Technologies - Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, Steven Goldfeder (PDF)
- Come, Let's Play: Scenario-Based Programming Using Live Sequence Charts
- Communicating Sequential Processes - Tony Hoare (PDF)
- Computer Musings (lectures by Donald Knuth)
- Confessions of an Unintentional CTO: Lessons in Growing a Web App - Jack Kinsella
- Continuous Delivery and DevOps: A Quickstart guide - Paul Swartout, Packt. *(Just fill the fields with any values)*
- CS For All
- Culture \& Empire: Digital Revolution (PDF)
- Design With FontForge
- Designing for Performance - Lara Hogan
- Designing Interfaces - Jennifer Tidwell
- DevDocs - Documents for Developers in 1 place
- DevOps For Dummies *(IBM Edition)* (PDF)
- Digital Signal Processing For Communications
- Digital Signal Processing For Engineers and Scientists
- Distributed systems for fun and profit
- Docker Jumpstart
- "DYNAMIC LINKED LIBRARIES": Paradigms of the GPL license in contemporary software - Luis A. Enríquez
- Flow based Programming
- Foundations of Programming (PDF)
- Game Programming Patterns - Bob Nystrom
- Getting Real
- Getting Started with Unity 5 - Dr. Edward Lavieri, Packt. *(Just fill the fields with any values)*
- Hacknot: Essays on Software Development - Ed Johnson
- High-Performance Scientific Computing *(class lectures and slides)*
- How Computers Work - R. Young
- How to Become a Programmer (PDF)
- How to Think Like a Computer Scientist - Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers
- I Am A Bug
- Image Processing in C: Analyzing and Enhancing Digital Images - Dwayne Phillips
- Information Technology and the Networked Economy (PDF)
• IRPF90 Fortran code generator - Anthony Scemama
• Learn to Program
• Learning 30 Technologies in 30 Days: A Developer Challenge - Shekhar Gulati
• Learning Docker - Pethuru Raj, Jeeva S. Chelladhurai & Vinod Singh, Packt. (Just fill the fields with any values)
• Linked Data Patterns: A pattern catalogue for modelling, publishing, and consuming Linked Data - Leigh Dodds, Ian Davis
• Magic Ink: Information Software and The Graphical Interface - Bret Victor
• Mastering Bitcoin - Unlocking digital currencies - Andreas M. Antonopoulos
• Mobile Developer's Guide to the Galaxy
• Modeling Reactive Systems with Statecharts
• Mother Tongues of Computer Languages (PNG)
• Networks, Crowds, and Markets: Reasoning About a Highly Connected World
• Object-Oriented Reengineering Patterns - Serge Demeyer, Stéphane Ducasse and Oscar Nierstrasz
• Open Government; Collaboration, Transparency, and Participation in Practice
• Packt Publishing: A free book every day (PDF, ePub, Mobi, Kindle) (account required)
• PDQ: Pretty Darn Quick: An Agile, All-Purpose Methodology - Jeff Franz-Lien
• Philosophy of Computer Science (PDF)
• PNG: The Definitive Guide
• Pointers And Memory (PDF)
• Practical Data Analysis - Hector Cuesta, Packt. (Just fill the fields with any values)
• Practical Responsive Typography - Dario Calonaci, Packt. (Just fill the fields with any values)
• Principles of Computer System Design (PDF)
• Programming with Unicode
• Project Oberon (PDF)
• Real-World Maintainable Software (Just fill the fields with any values)
• Record-Playback Test Automation: Sahi & Selenium IDE: Critical Evaluation of Record-Playback Automation Tools - Shashikant Jagtap
• Security Engineering
• Small Memory Software
• SVG Essentials
• The Quest for Artificial Intelligence: A History of Ideas and Achievements - Nils J. Nilsson (PDF)
• Trends Shaping the London Tech Scene (Just fill the fields with any values)

MOOC

• Coursera
• edX
• FutureLearn
• MIT OCW
• openHPI
• Platzi
• Udacity

Networking

• 802.11ac: A Survival Guide - Matthew Gast
• An Introduction to Computer Networks (HTML, PDF, Kindle)
• Bits, Signals, and Packets: An Introduction to Digital Communications and Networks
• Code Connected vol.1 (PDF) (book on ZeroMQ)
• High-Performance Browser Networking - Ilya Grigorik
• HTTP Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
• HTTP2 Explained - Daniel Stenberg
• The TCP/IP Guide
• Understanding IP Addressing: Everything you ever wanted to know (PDF)
• ZeroMQ Guide

Open Source Ecosystem

• Data Journalism Handbook
• Fintech, Open Source, and Emerging Markets Digital Banking for Everyone (Just fill the fields with any values)
• Free as in Freedom (PDF)
• Free Software, Free Society
• Getting Started with InnerSource (Just fill the fields with any values)
• Getting started with Open source development (PDF)
• How to get started with open source (ePub & ODT)
• Innovation Happens Elsewhere
• Open Advice: FOSS: What We Wish We Had Known When We Started
• Open by Design (Just fill the fields with any values)
• Open Source in Brazil (just fill the fields with any values)
• Producing Open Source Software
• The Architecture of Open Source Applications: Vol. 1: Elegance, Evolution, and a Few Fearless Hacks; Vol. 2: Structure, Scale, and a Few More Fearless Hacks
• The Art of Community - Jono Bacon (PDF)
• The Cathedral and the Bazaar - Eric S. Raymond
• The Future of the Internet
• The Open Source Way
• The Wealth of Networks: How Social Production Transforms Markets and Freedom - Yochai Benkler

Operating systems

• Computer Science from the Bottom Up
• How to Make a Computer Operating System (Work in Progress)
• How to write a simple operating system in assembly language - Mike Saunders (HTML)
• Operating Systems and Middleware (PDF and LaTeX)
• Operating Systems Concept 9th edition - Avi Silberschatz, Peter Baer, Galvin Greg Gagne (PDF)
• Operating Systems: Three Easy Pieces (PDF)
• Practical File System Design: The Be File System - Dominic Giampaolo (PDF)
• Project Oberon: The Design of an Operating System, a Compiler, and a Computer - Niklaus Wirth & Jürg Gutknecht (PDF)
• The Art of Unix Programming - Eric S. Raymond
• The Design and Implementation of the Anykernel and Rump Kernels - Antti Kantee
• The little book about OS development - Erik Helin, Adam Renberg
• The Little Book of Semaphores - Allen B. Downey
• Think OS: A Brief Introduction to Operating Systems - Allen B. Downey (PDF)
• UNIX Application and System Programming, lecture notes - Prof. Stewart Weiss (PDF)
• Writing a Simple Operating System from Scratch - Nick Blundell (PDF)
• Xv6, a simple Unix-like teaching operating system

**Parallel Programming**

• High Performance Computing - Charles Severance & Kevin Dowd (PDF, ePUB)
• High Performance Computing Training (LLNL materials)
• High-Performance Scientific Computing (class lectures and slides)
• Introduction to High-Performance Scientific Computing - Victor Eijkhout
• Introduction to Parallel Computing - Blaise Barney
• Is Parallel Programming Hard, And, If So, What Can You Do About It? - Paul E. McKenney
• Programming on Parallel Machines; GPU, Multicore, Clusters and More - Norm Matloff
• The OpenCL Programming Book

**Partial Evaluation**

• Partial Evaluation and Automatic Program Generation - (PDF) Jones, Gomard and Sestoft

**Professional Development**

• Apprenticeship Patterns: Guidance for the Aspiring Software Craftsman - David H. Hoover and Adewale Oshineye
• Confessions of an IT Manager (RedGate, By Phil Factor)
• Don't Just Roll the Dice (PDF) (RedGate, By Neil Davidson)
• How to Do What You Love & Earn What You’re Worth as a Programmer - Reginald Braithwaite
• Professional Software Development For Students - Mike G. Miller
• What I've Learned From Failure - Reginald Braithwaite
• Why programmers work at night Swizec Teller

**Programming Paradigms**

• Introduction to Functional Programming - J. Harrison
• Mostly Adequate Guide to Functional Programming
• Type Theory and Functional Programming

**Regular Expressions**

• Learn Regex The Hard Way - Zed. A. Shaw
• RexEgg
• The 30 Minute Regex Tutorial - Jim Hollenhorst
• The Bastards Book of Regular Expressions: Finding Patterns in Everyday Text - Dan Nguyen
Reverse Engineering

- BIOS Disassembly Ninjutsu Uncovered 1st Edition - Darmawan Salihun (PDF)
- Hacking the Xbox: An Introduction to Reverse Engineering - Andrew “bunnie” Huang
- iOS App Reverse Engineering (PDF)
- Reverse Engineering for Beginners - Dennis Yurichev (PDF)

Security

- A Graduate Course in Applied Cryptography
- Crypto 101 - Crypto for everyone
- CryptoParty Handbook
- Handbook of Applied Cryptography
- How to deal with Passwords
- Intrusion Detection Systems with Snort (PDF)
- OpenSSL Cookbook
- OWASP Top 10 for .NET Developers
- Security Engineering

Software Architecture

- Agile Planning: From Ideas to Story Cards - Launch School
- Architectural Styles and the Design of Network-based Software Architectures - Roy Thomas Fielding
- Best Kept Secrets of Peer Code Review
- Data-Oriented Design
- Developing Reactive Microservices *(just fill the fields with any values)*
- Domain Driven Design Quickly
- DSL Engineering: Designing, Implementing and Using Domain-Specific Languages - Markus Voelter
- Evolving Architectures of FinTech *(just fill the fields with any values)*
- Guide to the Software Engineering Body of Knowledge
- How to Design Programs
- How to Write Unmaintainable Code
- Kanban and Scrum - making the most of both
- Kanban for skeptics - Nick Oostvogels
- Microservices AntiPatterns and Pitfalls *(just fill the fields with any values)*
- Microservices in Production *(just fill the fields with any values)*
- Microservices vs. Service-Oriented Architecture *(just fill the fields with any values)*
- Migrating to Cloud-Native Application Architectures *(just fill the fields with any values)*
- Naked objects - Richard Pawson (PDF)
- OAuth - The Big Picture
- Object-Oriented Reengineering Patterns - S. Demeyer, S. Ducasse and O. Nierstrasz
- Practicing Domain-Driven Design - Scott Millett
- Reactive Microservices Architecture *(just fill the fields with any values)*
- Scrum and XP from the Trenches
- Seamless Object-Oriented Software Architecture (PDF)
• Software Architecture Patterns (Just fill the fields with any values)
• Software Engineering for Internet Applications
• Test Driven Development, Extensive Tutorial - Daniel Żołopa
• Web API Design
• Working with Web APIs - Launch School
• Your API Is Bad - Paddy Foran

Standards

• Linux Standard Base
• UNIX - The POSIX Standard - IEEE Std 1003.1

Theoretical Computer Science

• Building Blocks for Theoretical Computer Science - Margaret M. Fleck
• Category Theory for Computing Science (PDF)
• Homotopy Type Theory: Univalent Foundations of Mathematics (PDF)
• Introduction to Computer Science - Prof. Subhashis Banerjee, IIT Delhi
• Introduction to Computing
• Introduction to Theory of Computation - Anil Maheshwari and Michiel Smid (PDF)
• Models of Computation - John E. Savage
• Practical Foundations for Programming Languages, Preview - Robert Harper (PDF)
• Principles of Programming Languages - Scott F. Smith
• Programming and Programming Languages - Shriram Krishnamurthi
• Programming in Martin-Löf's Type Theory - Bengt Nordstroem
• Programming Languages: Application and Interpretation (2nd Edition)
• Semantics with Applications: A Formal Introduction - Hanne Riis Nielson, Flemming Nielson
• Structure and Interpretation of Computer Programs
• Structure and Interpretation of Computer Programs
• Think Complexity - Allen B. Downey

Web Performance

• Book of Speed - Stoyan Stefanov
• High Performance Browser Networking - Ilya Grigorik
• Mature Optimization - Carlos Bueno (PDF)

Ada

• A Guide to Ada for C and C++ Programmers (PDF)
• Ada Distilled (PDF)
• Ada Programming
• The Big Online Book of Linux Ada Programming
Agda

- Agda Tutorial

Alef


Android

- Agile Android Software Development - Etienne Savard (PDF, epub, mobi)
- Android 4 App Development Essentials
- Android 5 Programming by Example - Kyle Mew, Packt. *(just fill the fields with any values)*
- Android Developer Fundamentals Course - Concepts
- Android Developer Fundamentals Course - Practicals
- Android NDK Beginner's Guide - Second Edition - Sylvain Ratabouil, Packt. *(just fill the fields with any values)*
- Android NDK Game Development Cookbook - Sergey Kosarevsky & Viktor Latypov, Packt. *(just fill the fields with any values)*
- Android Programming Guide for Beginners (PDF - need email confirmation)
- Android Programming Succinctly, Syncfusion (PDF, Kindle) *(just fill the fields with any values)*
- CodePath Android Cliffnotes
- Coreservlets Android Programming Tutorial
- Expert Android and Eclipse development knowledge
- Google Android Developer Training
- RxJava for Android App Development *(just fill the fields with any values)*
- Styling Android
- The Busy Coder's Guide to Android Development (PDF - older versions)
- Tutorial Point Android Tutorial (PDF)

APL

- A Practical Introduction to APL1 & APL2
- A Practical Introduction to APL3 & APL4
- Mastering Dyalog APL (PDF)

Arduino

- Arduino Programming Notebook - Brian Evans
- C Programming for Arduino - Julien Bayle, Packt. *(just fill the fields with any values)*
- Introduction to Arduino
- Introduction to Arduino : A piece of cake! - Alan G. Smith
ASP.NET MVC

- ASP.NET MVC Music Store

Assembly Language

- An introduction to reverse engineering for beginners
- Assembly Language Succinctly (PDF)
- PC Assembly Language - P. A. Carter
- Professional Assembly Language (PDF)
- Programming from the Ground Up (PDF)
- Ralf Brown's Interrupt List
- Software optimization resources A. Fog
- The Art of Assembly Language Programming
- Wizard Code
- x86 Assembly

Non-X86

- Easy 6502 - Nick Morgan
- Machine Code for Beginners [Z80 and 6502 CPUs] - Lisa Watts and Mike Wharton (PDF) *(Scroll to bottom and click on book cover)*
- Machine Language for Beginners - Richard Mansfield [6502 CPU]
- Programmed Introduction to MIPS Assembly Language
- The Second Book of Machine Language

AutoHotkey

- AHKbook - the book for AutoHotkey
- AutoHotkey Official Documentation (CHM)

Autotools

- Autotools Mythbuster
- GNU Autoconf, Automake and Libtool

Awk

- A User's Guide for GNU AWK
- An Awk Primer
- Awk - Bruce Barnett

Bash

- Advanced Bash-Scripting Guide - M. Cooper

- Bash Guide for Beginners - M. Garrels
- BASH Programming
- Bash Reference Manual
- BashGuide
- Conquering the Command Line - Mark Bates
- Getting Started with BASH
- Google Shell Style Guide
- Introduction to the Command Line - Launch School
- Linux Fundamentals - Paul Cobbaut (PDF)
- Linux Shell Scripting Tutorial - A Beginner's Handbook
- Linux Shell Scripting Tutorial (LSST) v2.0
- Slackbook
- The Bash Academy
- The Linux Command Line - William E. Shotts, Jr. (PDF)
- Writing Shell Scripts - William E. Shotts, Jr.

**Basic**

- 10 PRINT CHR$(205.5+RND(1)); : GOTO 10 - Nick Montfort, Patsy Baudoin, John Bell, Ian Bogost, Jeremy Douglass, Mark C. Marino, Michael Mateas, Casey Reas, Mark Sample, Noah Vawter
- A beginner's guide to Gambas
- Pick/Basic: A Programmer's Guide - Jonathan E. Sisk
- Visual Basic Essentials

**BETA**

- Object-Oriented Programming in the BETA Programming Language - Ole Lehmann Madsen, Birger Møller-Pedersen, Kristen Nygaard

**C**

- A Tutorial on Pointers and Arrays in C
- Beej's Guide to C Programming - B. Hall
- Beej's Guide to Network Programming - Using Internet Sockets - B. Hall
- Build Your Own Lisp
- C for Python Programmers - Carl Burch
- C Programming - Wikibooks
- C Programming Boot Camp - Paul Gribble
- Deep C
- Essential C (PDF)
- Everything you need to know about pointers in C - Peter Hosey
- Learn to Code With C - The MagPi Essentials (PDF)
- Modern C (PDF)
- Object-Oriented Programming With ANSI-C (PDF)
- Programming in C - Bharat Kinariwala & Tep Dobry
- The C book
- The Craft of Text Editing or A Cookbook for an Emacs - Craig A. Finseth
- The GNU C Programming Tutorial (PDF)
- The little book about OS development - Erik Helin, Adam Renberg
- The New C Standard - An Annotated Reference
- TONC GBA Programming - Game Boy Advance Development
- Using C on the UNIX System - David A. Curry

C Sharp

- Beginners Guide to C# and the .NET Micro Framework (PDF)
- C# Essentials
- C# Programming - Wikibook
- C# Yellow Book (intro to programming)
- Creating Mobile Apps with Xamarin.Forms C#
- Daily Design Patterns (PDF)
- Data Structures and Algorithms with Object-Oriented Design Patterns in C#
- Dissecting a C# Application - Christian Holm, Bernhard Spuida, Mike Kruger
- Fundamentals of Computer Programming with C# - Svetlin Nakov
- High level asynchronous programming with Reactive Extensions - Emil Petro
- Introduction to Rx
- Threading in C#
- Xamarin Cross-Platform Development Cookbook - George Taskos, Packt. (Just fill the fields with any values)

C++

- C++ Annotations
- C++ Core Guidelines - Editors: Bjarne Stroustrup, Herb Sutter
- C++ GUI Programming With Qt 3
- C++ Succinctly, Syncfusion (PDF, Kindle) (just fill the fields with any values)
- C++ Today (just fill the fields with any values)
- C++ Tricks
- CS106X Programming Abstractions in C++
- Financial Numerical Recipes in C++ - Bernt Arne Ødegaard
- Game Programming Patterns
- Google's C++ Style Guide
- How to make an Operating System - Samy Pesse
- How To Think Like a Computer Scientist: C++ Version - Allen B. Downey
- Introduction to Design Patterns in C++ with Qt (PDF)
- Joint Strike Fighter, C++ Coding Standards, by Bjarne Stroustrup (PDF)
- Learn C++. (PDF, Online)
- Matters Computational: Ideas, Algorithms, Source Code, by Jorg Arndt (PDF)
- Open Data Structures (in C++) (PDF)
- Practical C++ Metaprogramming (just fill the fields with any values)
- Software Design Using C++ - Br. David Carlson and Br. Isidore Minernd
- Software optimization resources by Agner Fog
- The Boost C++ libraries
- The Rook's Guide to C++ (PDF)
- The Ultimate Question of Programming, Refactoring, and Everything
Chapel

- Chapel Tutorial
- Chapel Tutorial for Programmers

Cilk

- Cilk 5.4.6 Reference Manual (PDF)

Clojure

- A Brief Beginner's Guide To Clojure
- Clojure - Functional Programming for the JVM - R. Mark Volkmann
- Clojure Cheat Sheet
- Clojure Cookbook
- Clojure Distilled Beginner Guide
- Clojure for the Brave and True
- Clojure in Small Pieces - Rich Hickey (PDF)
- Clojure Koans
- Clojure Programming
- ClojureScript Koans
- Data Sorcery with Clojure
- Moderncljs
- SICP Distilled - An idiosyncratic tour of SICP in Clojure
- The Clojure Style Guide

COBOL

- COBOL Programming Fundamental (PDF)
- Enterprise COBOL for z/OS documentation library
- Introduction to the COBOL Language
- OpenCOBOL 1.1 - Programmer's Guide (PDF)

CoffeeScript

- CoffeeScript Cookbook
- CoffeeScript Ristretto - Reginald Braithwaite
- Smooth CoffeeScript
- The Little Book on CoffeeScript

ColdFusion

- CFML In 100 Minutes - J. Casimir
- Learn CF in a Week
Cool

- CoolAid: The Cool 2013 Reference Manual (PDF)

Coq

- Certified Programming with Dependent Types
- Software Foundations

Crystal

- Crystal for Rubyists

CUDA

- OpenCL Programming Guide for CUDA Architecture (PDF)

D

- D Templates Tutorial
- Programming in D

Dart

- What is Dart?

DB2

- Getting started with DB2 Express-C (PDF)
- Getting started with IBM Data Studio for DB2 (PDF)
- Getting started with IBM DB2 development (PDF)

Delphi / Pascal

- Essential Pascal Version 1 and 2 - M. Cantù
- Free Pascal: Reference guide (PDF)

DTrace

- IllumOS Dynamic Tracing Guide
Elasticsearch

- Elasticsearch: The Definitive Guide (fork it on GH)
- Exploring Elasticsearch

Elixir

- 30 Days of Elixir - Tim Morgan (HTML)
- Elixir School (HTML)
- Études for Elixir (HTML)
- Getting Started Guide (HTML) (PDF, MOBI, EPUB)
- Learning Elixir - Joseph Kain Blog (HTML)

Phoenix

- Versioned APIs with Phoenix - Elvio Vicosa (PDF) *(account required)*

Emacs

- An Introduction to Programming in Emacs Lisp, 3rd Edition
- GNU Emacs Lisp Reference Manual
- GNU Emacs Manual (PDF)

Embedded Systems

- Control and Embedded Systems (HTML)
- Discovering the STM32 Microcontroller (PDF)
- Introduction to Microcontrollers (HTML)

Erlang

- Concurrent Programming in ERLANG (PDF)
- Erlang Handbook (PDF)
- Erlang Programming (HTML)
- Études for Erlang - J. David Eisenberg
- Getting Started with Erlang User's Guide (HTML)
- Learn You Some Erlang For Great Good - Frederic Trottier-Hebert
- Making reliable distributed systems in the presence of software errors - Joe Armstrong (PDF)
- Stuff Goes Bad: Erlang in Anger - Fred Herbert (PDF)

ESP8266

- Kolban's book on the ESP32 & ESP8266
F Sharp

- F# for fun and profit (ePub)
- F# Programming in Wikibooks
- F# Succinctly, SyncFusion (PDF, Kindle) (Just fill the fields with any values)
- Programming Language Concepts for Software Developers (PDF)
- Real World Functional Programming (MSDN Chapters)

Firefox OS

- Quick Guide For Firefox OS App Development: Creating HTML5 based apps for Firefox OS - Andre Garzia

Force.com

- Developer Workbooks
- Force.com Fundamentals
- Force.com Platform Fundamentals: An Introduction to Custom Application Development in the Cloud
- Heroku Postgres (PDF)

Forth

- A Beginner’s Guide to Forth
- And so Forth... (PDF)
- Programming Forth (PDF)
- Starting Forth
- Thinking Forth
- Thoughtful Programming and Forth

Fortran

- Introduction to fortran 95 and numerical computing: a jump-start for scientists and engineers (PDF)
- Self Study Guide: Programming in Fortran 95 (PDF)

FreeBSD

- Books and Articles from FreeBSD Site
- The Complete FreeBSD

Git

- A practical git introduction
- A Visual Git Reference - Mark Lodato
• Conversational Git
  git - the simple guide
• Git for Computer Scientists
• Git From The Bottom Up - J. Wiegley
• Git Immersion
• Git In The Trenches
• Git internals - Scott Chacon (PDF)
• Git Magic
• Git Pocket Guide - Richard E. Silverman
• Git Reference
  Git Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
• Git Workflows
  GitHub Cheat Sheet - Tim Green (Markdown)
• Intoduction to Git and Github - Launch School
• Learn Enough Git to be Dangerous - Michael Hartl
• Learn Git - Learn Version Control with Git - Tobias Günther
• Pro Git - Scott Chacon
• Pro Git Reedited - Jon Forrest
• Ry's Git Tutorial - Ryan Hodson
• Think Like (a) Git: A Guide for the Perplexed
• Version Control by Example (Mercurial, Subversion, Verasity)

**Go**

• An Introduction to Programming in Go
• Build Web Application with Golang
• Building Web Apps with Go
• Effective Go
• Go Bootcamp - Matt Aimonetti
• Go by Example
• Go for Javascript Developers
• Learning Go
• Let's learn Go!
• Network programming with Go
• Practical Cryptography With Go
• The Go Tutorial
• The Little Go Book
• Web apps in Go, the anti textbook

**Groovy**

**Gradle**

• Building Java Projects with Gradle
• Gradle User Guide - Hans Dockter, Adam Murdoch (PDF)
Grails

- Getting Started with Grails
- Grails Tutorial for Beginners

Spock Framework

- Spock Framework Reference Documentation - Peter Niederwieser
- Spock Intro - Ed Gibbs

Hadoop

- Cloudera Impala - John Russel
- Data-Intensive Text Processing with MapReduce (Jimmy Lin and Chris Dyer) (PDF)
- Hadoop Illuminated - Mark Kerzner & Sujee Maniyam
- Programming Pig - Alan Gates

Haskell

- A Gentle Introduction to Haskell
- Anatomy of Programming Languages - William R. Cook
- Beautiful Code, Compelling Evidence (PDF)
- Exploring Generic Haskell - Andres Löh (PDF)
- Happy Learn Haskell Tutorial
- Haskell and Yesod
- Haskell no panic
- Haskell web Programming (Yesod tutorial)
- Introduction to Haskell - Brent Yorgey
- Learn Haskell Fast and Hard
- Learn You a Haskell for Great Good - Miran Lipovaca
- Parallel and Concurrent Programming in Haskell - Simon Marlow
- Real World Haskell
- Speeding Through Haskell
- The Haskell Road to Logic, Math and Programming (PDF)
- Wikibook Haskell
- Yet Another Haskell Tutorial (PDF)

Haxe

- Flambe Handbook
- Haxe and JavaScript - Matthijs Kamstra (wikibook)
- Haxe Manual - Haxe Foundation (PDF, HTML)
- HaxeFlixel Handbook (HTML)
- Kha Handbook
**HTML / CSS**

- A beginner's guide to HTML&CSS
- A free guide to learn HTML and CSS
- Adaptive Web Design - Aaron Gustafson
- An advanced guide to HTML&CSS
- Canvassing
- Code Guide: Standards for developing flexible, durable, and sustainable HTML and CSS - Mark Otto
- Dive Into HTML5 - Mark Pilgrim (PDF)
- GA Dash
- Google's HTML/CSS Style Guide
- How to Code in HTML5 and CSS3
- HTML Canvas Deep Dive - Josh Marinacci
- HTML Dog Tutorials
- HTML5 Canvas - Steve Fulton & Jeff Fulton
- HTML5 for Publishers - Sanders Kleinfeld
- HTML5 For Web Designers - Jeremy Keith
- HTML5 Graphing and Data Visualization Cookbook - Ben Fhala, Packt. (Just fill the fields with any values)
- HTML5 Shoot ‘em Up in an Afternoon - Bryan Bibat
- Learn CSS Layout
- Learn CSS Layout the pedantic way
- MaintainableCSS
- Pro HTML5 Programming
- Scalable and Modular Architecture for CSS - Jonathan Snook
- Understanding Flexbox: Everything you need to know - Ohans Emmanuel
- Web Audio API - Boris Smus

**Bootstrap**

- Twitter Bootstrap 3 Succinctly (PDF, Kindle) *(Just fill the fields with any values)*
- Twitter Bootstrap Succinctly (PDF, Kindle) *(Just fill the fields with any values)*

**HTTP**

- Introduction to HTTP - Launch School

**Icon**

- The Implementation of the Icon Programming Language

**iOS**

- Cocoa Dev Central
- iOS 8 App Development Essentials
- iOS Succinctly, Syncfusion (PDF, Kindle) *(just fill the fields with any values)*
- Mastering iOS Game Development - Miguel DeQuadros, Packt *(just fill the fields with any values)*
- NSHipster (Resource)
- Start Developing iOS Apps (Swift) (HTML)
- Start Developing iOS Apps Today (Objective-C) - Last updated 22.10.2013 (PDF)

**IoT**

- IoT in five days- V1.1 (PDF, EPUB)

**Isabelle/HOL**

- Concrete Semantics - A Proof Assistant Approach by Tobias Nipkow and Gerwin Klein (PDF)
- Isabelle/HOL - A Proof Assistant for Higher-Order Logic by Tobias Nipkow and Lawrence C. Paulson and Markus Wenzel (PDF)

**J**

- Arithmetic by Kenneth E Iverson (PDF)
- Brief Reference by Chris Burke and Clifford Reiter (PDF)
- Calculus by Kenneth E Iverson (PDF)
- Computers and Mathematical Notation by Kenneth E Iverson
- Concrete Math Companion by Kenneth E Iverson (PDF)
- Easy J by Linda Alvord, Norman Thomson (PDF) *(Word DOC)*
- Exploring Math by Kenneth E Iverson (PDF)
- J for C Programmers by Henry Rich
- J Primer
- Learning J by Roger Stokes- online
- Math for the Layman by Kenneth E Iverson *(zipped html+images)*

**Java**

- 3D Programming in Java - Daniel Selman (PDF)
- Apache Jakarta Commons: Reusable Java Components - Will Iverson (PDF)
- Artificial Intelligence - Foundation of Computational Agents (2010) - David Poole and Alan Mackworth
- Category wise tutorials - J2EE - Yong Mook Kim
- Core Servlets and JavaServer Pages, 2nd Ed. (2003) - Marty Hall and Larry Brown
- Data Structures in Java for the Principled Programmer (2007) - Duane A. Bailey (PDF)
- Google's Java Style Guide
- Introduction to Computer science using Java - Bradley Kjell
- Introduction to Programming in Java - Robert Sedgewick and Kevin Wayne
- Introduction to Programming Using Java - David J. Eck
- JAAS in Action
- Java: A Beginner's Guide - Oracle (PDF)
- Java Application Development on Linux (2005) - Carl Albing and Michael Schwarz (PDF)
• Java Language and Virtual Machine Specifications - James Gosling, et al
• Java Programming for Kids - Yakov Fain
• Java: The Legend - Ben Evans (*Just fill the fields with any values*)
• Learning Java (4th Edition) - Patrick Niemeyer and Daniel Leuck
• Microservices for Java Developers - Christian Posta (*Just fill the fields with any values*) *Modern Java EE Design Patterns - Markus Eisele (*Just fill the fields with any values*)
• Neural Network Development with Java - Alan M. F. Souza and Fabio M. Soares (*Just fill the fields with any values*) *NIO Framework (PDF)*
• Object-Oriented vs. Functional Programming - Richard Warburton (*Just fill the fields with any values*)
• OOP - Learn Object Oriented Thinking & Programming - Rudolf Pecinovksy
• Open Data Structures (in Java) - Pat Morin (PDF)
• OSGi in Practice - N. Bartlett (PDF)
• The ABC of PDF with iText: PDF Syntax essentials - Bruno Lowagie
• The Java EE6 Tutorial (PDF)
• The Java EE7 Tutorial - Eric Jendrock, et al (PDF)
• The Java Tutorials
• Think Java: How to Think Like a Computer Scientist - Allen B. Downey and Chris Mayfield
• Thinking in Java - Bruce Eckel
• Welcome to Java for Python Programmers - Brad Miller
• Welcome to the Java Workshop (2006) - Trevor Miller
• What's New in Java 8 - Adam L. Davis

**JasperReports**

• The JasperReports Ultimate Guide, Third Edition (PDF)

**Spring**

• Spring Framework Reference Documentation - Rod Johnson, Juergen Hoeller, Keith Donald, Colin Sampaleanu, Rob Harrop, Thomas Risberg, Alef Arendsen, Darren Davison, Dmitriy Kopylenko, Mark Pollack, Thierry Templier, Erwin Vervaet, Portia Tung, Ben Hale, Adrian Colyer, John Lewis, Costin Leau, Mark Fisher, Sam Brannen, Ramnivas Laddad, Arjen Poutsma, Chris Beams, Tareq Abedrabbo, Andy Clement, Dave Syer, Oliver Gierke, Rossen Stoyanchev, Phillip Webb, Rob Winch, Brian Clozel, Stephane Nicoll, Sebastien Deleuze (PDF)

**Spring Boot**

• Spring Boot Reference Guide - Phillip Webb, Dave Syer, Josh Long, Stéphane Nicoll, Rob Winch, Andy Wilkinson, Marcel Overdijk, Christian Dupuis (PDF, EPUB)

**Spring Security**
Spring Security Reference - Ben Alex, Luke Taylor, Rob Winch

Wicket

Official Free Online Guide for Apache Wicket framework

JavaScript

Basic JavaScript for the impatient programmer - Dr. Axel Rauschmayer
Book of Modern Frontend Tooling
Crockford's JavaScript - Douglas Crockford
Dev Docs
Developing Backbone.js Applications - Addy Osmani
Eloquent JavaScript 2nd edition - Marijn Haverbeke
Exploring ES6 - Dr. Axel Rauschmayer
Google JavaScript Style Guide
JavaScript Allongé - Reginald Braithwaite
JavaScript Bible (PDF)
JavaScript Enlightenment - Cody Lindley
JavaScript For Cats
JavaScript Fundamentals, Plus a Dash Of jQuery - for dinner ladies
JavaScript Garden (Maintained by Tim Ruffles)
JavaScript Patterns Collection - Shi Chuan
JavaScript Spessore - Reginald Braithwaite
Javascript Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
JavaScript the Right Way
jQuery Fundamentals (starts with JavaScript basics)
JS Robots (PDF)
Leaflet Tips and Tricks: Interactive Maps Made Easy - Malcolm Maclean
Learn to Code JavaScript by Playing a Game
Learning JavaScript Design Patterns - Addy Osmani
Managing Space and Time with JavaScript - Book 1: The Basics - Noel Rappin
Marionette Exposé: Learn to write modular Javascript applications using Backbone Marionette and RequireJS/AMD - Jack Killilea
Mastering JavaScript High Performance - Chad R. Adams, Packt. (Just fill the fields with any values)
Mozilla Developer Network's JavaScript Guide
O'Reilly Programming JavaScript Applications
Oh My JS - Azat Mardanov
Patterns For Large-Scale JavaScript Application Architecture - Addy Osmani
Speaking JavaScript - Dr. Axel Rauschmayer
The JavaScript Tutorial
The Problem with Native JavaScript APIs
Understanding ECMAScript 6 - Nicholas C. Zakas
Understanding JavaScript OOP (Sorella)
You Don't Know JS
Javascript Frameworks

For resources on Angular, Backbone, D3, Dojo, Ember, Express, jQuery, Knockout, Meteor, React and any other JS toolkit/framework, please refer to Javascript Frameworks Resources and Tutorials.

Node.js

- An Introduction to libuv - Nikhil Marathe (PDF - ePub)
- JavaScript and Node FUNdamentals - Azat Mardanov
- Mixu's Node Book
- Node Documentation
- Node: Up and Running - Tom Hughes-Croucher
- Node.js Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
- The Node Beginner Book

React.js

- The Road to learn React - Build a Hacker News App along the Way, Open Source

Jenkins

- Jenkins: The Definitive Guide (PDF)

Julia

- Introducing Julia wikibook
- Julia by Example - Samuel Colvin (GitHub repo)
- Learn Julia in Y minutes - Leah Hanson
- Programming in Julia - Thomas J. Sargent and John Stachurski
- The Julia Express - Bogomil Kamiński (PDF)

LaTeX / TeX

LaTeX

- Arbitrary LaTeX Reference
- Begin Latex in minutes
- LaTeX Wikibook
- The Not So Short Introduction to LaTeX (PDF)

TeX
Notes On Programming in TeX - Christian Feursänger (PDF)
TeX by Topic, A TeXnician's Reference - Victor Eijkhout
TeX for the Impatient - Paul Abrahams, Kathryn Hargreaves, and Karl Berry

**Limbo**

- Inferno Programming With Limbo

**Linux**

- Ad Hoc Data Analysis From The Unix Command Line
- Advanced Linux Programming
- Automated Linux From Scratch
- Getting Started with Ubuntu
- GNU Autoconf, Automake and Libtool
- GTK+/Gnome Application Development
- Hardened Linux From Scratch
- Kali Linux: Professional Penetration-Testing Distribution
- Learn Enough Command Line to Be Dangerous - Michael Hartl
- Learning Debian GNU/Linux
- Linux 101 Hacks - Ramesh Natarajan (PDF)
- Linux Administrator's Security Guide
- Linux Advanced Routing & Traffic Control HOWTO
- Linux Compute Clusters
- Linux from Scratch
- Linux Inside
- Linux Kernel in a Nutshell
- Linux Newbie Administrator Guide
- Linux Security for Beginners
- Linux Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- OpenVZ Linux virtualization (PDF)
- Red Hat Enterprise Linux 6 Essentials
- Secure Programming HOWTO - Creating Secure Software - D. A. Wheeler (HTML, PDF)
- Ten Steps to Linux Survival: Bash for Windows People - Jim Lehmer
- The Debian Administrator's Handbook
- The Linux Command Line (PDF)
- The Linux Development Platform (PDF)
- The Linux Kernel Module Programming Guide
- The Linux System Administrator's Guide
- Ubuntu Pocket Guide and Reference
- Ubuntu Server Guide (PDF)
- Understanding the Linux Virtual Memory Manager - Mel Gorman (HTML, PDF)
- Upstart Intro, Cookbook and Best Practises
- What Every Programmer Should Know About Memory (PDF)
Lisp

- Basic Lisp Techniques - David J. Cooper, Jr. (PDF)
- Casting Spels in Lisp
- Common Lisp: A Gentle Introduction to Symbolic Computation - David S. Touretzky (PDF, PS)
- Common Lisp: An Interactive Approach - Stuart C. Shapiro
- Common Lisp Quick Reference
- Common Lisp the Language, 2nd Edition
- Google's Common Lisp Style Guide
- Interpreting LISP - Gary D. Knott (PDF)
- Learn Lisp The Hard Way - Colin J.E. Lupton
- Let Over Lambda - 50 Years of Lisp - D. Hoyte
- Lisp Hackers: Interviews with 100x More Productive Programmers - Vsevolod Dyomkin
- Lisp Koans
- Lisp Web Tales
- On Lisp - P. Graham
- Practical Common Lisp - P. Seibel
- Successful Lisp: How to Understand and Use Common Lisp - David Lamkins (PDF)
- The Evolution of Lisp - Guy L. Steele Jr., Richard P. Gabriel (PDF)

Livecode

- LiveCode userguide (PDF)

Lua

- Lua 5.1 Reference Manual
- Programming Gems
- Wikibook

Markdown

- Learn Markdown - Sammy P., Aaron O. (PDF) (EPUB) (MOBI)

Mathematica

- Basics of Algebra, Topology, and Differential Calculus (PDF)
- Mathematica® programming: an advanced introduction by Leonid Shifrin
- Stephen Wolfram's The Mathematica Book
- Vector Math for 3d Computer Graphics
- Wolfram Mathematica Tutorial Collection

MATLAB
An Interactive Introduction to MATLAB (PDF)
An Introduction to MATLAB (PDF)
Applications of MATLAB in Science and Engineering
Experiments with MATLAB
Freshman Engineering Problem Solving with MATLAB
Interactive Tutorials for MATLAB, Simulink, Signal Processing, Controls, and Computational Mathematics
MATLAB - A Fundamental Tool for Scientific Computing and Engineering Applications - Volume 1
MATLAB - A Ubiquitous Tool for the Practical Engineer
MATLAB for Engineers: Applications in Control, Electrical Engineering, IT and Robotics
MATLAB Programming
MATLAB Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
Numerical Computing with MATLAB
Physical Modeling in MATLAB - Alan B. Downey

Maven

- Developing with Eclipse and Maven
- Maven by Example
- Maven: The Complete Reference
- Repository Management with Nexus

Mercurial

- HGInit - Mercurial Tutorial by Joel Spolsky
- Mercurial: The Definitive Guide

Mercury

- The Mercury Users' Guide (PDF)

Modelica

- Modelica by Example

MySQL

- MySQL Essentials
- MySQL Tutorial Excerpt (PDF)

Neo4J

- Graph Databases (PDF)
- Graph Databases 2nd edition (account required)
.NET Framework

- Entity Framework
- Game Creation with XNA
- .NET for Visual FoxPro Developers
- .NET Performance Testing and Optimization - The Complete Guide (RedGate, By Paul Glavich and Chris Farrell)
- Under the Hood of .NET Memory Management (PDF) (RedGate, By Chris Farrell and Nick Harrison)
- Visual Studio .NET Tips and Tricks (VS 2003-2005 only)

NoSQL

- CouchDB: The Definitive Guide
- Extracting Data from NoSQL Databases: A Step towards Interactive Visual Analysis of NoSQL Data - Petter Nasholm (PDF)
- Graph Databases
- Instant MongoDB - Amol Nayak, Packt. (Just fill the fields with any values)
- MongoDB Koans
- MongoDB Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
- NoSQL Databases - Christof Strauch (PDF)
- The Little MongoDB Book
- The Little Redis Book - K. Seguin (PDF, Epub)
- The Little Riak Book

Oberon

- Algorithms and Data-Structures
- Object-Oriented Programming in Oberon-2 (PDF)
- Programming in Oberon (PDF)

Objective-C

- Google's Objective-C Style Guide
- Object-Oriented Programming with Objective-C
- Objective-C Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
- Programming With Objective-C
- Try Objective-C Book

OCaml

- Developing Applications With Objective Caml
- Real World OCaml
- Think OCaml - Allen B. Downey and Nicholas Monje
- Unix System Programming in OCaml Github Repo
Using, Understanding, and Unraveling The OCaml Language: From Practice to Theory and vice versa - Didier Rémy

Octave

  - Octave Programming

OpenGL ES

  - iPhone 3D Programming - Developing Graphical Applications with OpenGL ES - Philip Rideout

OpenMP

  - A Guide To OpenMP
  - OpenMP Application Programming Interface Standard Version 4.0 (PDF)

OpenResty

  - Programming OpenResty

OpenSCAD

  - OpenSCAD User Manual

PC-BSD

  - PC-BSD® Users Handbook

Perl

  - Beginning Perl
  - Data Munging with Perl (PDF)
  - Embedding Perl in HTML with Mason - D. Rolsky, K. Williams
  - Essential Perl (PDF)
  - Exploring Programming Language Architecture in Perl
  - Extreme Perl - R. Nagier (HTML, PDF)
  - Higher-Order Perl - M. J. Dominus (PDF)
  - Impatient Perl
  - Learning Perl The Hard Way
  - Mastering Perl - brian d foy
  - Modern Perl 5
  - Perl & LWP
  - Perl 5 Internals
  - Perl for the Web - C. Radcliff
  - Perl Training Australia - Course Notes
- Plack Handbook
- SDL::Manual Writing Games in Perl
- Template Toolkit Documentation
- The DBIx-Class Book
- The PDL Book (PDF)
- Web Client Programming with Perl

**Perl 6 / Rakudo**

- Perl 6 Introduction
- Perl 6 Programming
- Think Perl 6 - Allen Downey (PDF)
- Using Perl 6 (work in progress)

**PHP**

- CakePHP Framework
  - CakePHP Cookbook 2.x (PDF)
- Drupal Framework
  - Drupal 7
    - The Tiny Book of Rules (PDF)
- Hacking with PHP
- Laravel Framework
  - Laravel 3
    - Laravel: Code Happy - Dayle Rees
  - Laravel 4
    - Laravel: Code Bright - Dayle Rees
  - Laravel 5
    - Laravel 5.x Official Documentation. synced Daily
    - Laravel Best Practices
    - Laravel: Code Smart - Dayle Rees
    - Laravel Collections Unraveled
- PHP 5 Power Programming (PDF)
- PHP Best Practices
- PHP Internals Book
- PHP Pandas - Dayle Rees
- PHP Programming
- PHP Security Guide
- PHP: The Right Way
- Practical PHP Programming
- Practical PHP Testing
- Survive The Deep End: PHP Security
- Symfony Framework
  - The Symfony Book 2.x (PDF)
  - The Symfony Book 3.x
- Using Libsodium in PHP Projects
- Zend Framework
Using Zend Framework 3

PicoLisp

- PicoLisp by Example
- PicoLisp Works

PostgreSQL

- Postgres Official Documentation
- Postgres Succinctly (PDF, Kindle) *(Just fill the fields with any values)*
- Practical PostgreSQL
- The Internals of PostgreSQL for database administrators and system developers

PowerShell

- Creating HTML Reports in PowerShell (PDF, ePub, HTML)
- DevOps: The Ops Perspective (PDF, ePUB, MOBI)
- Ditch Excel: Making Historical & Trend Reports in PowerShell (PDF, ePub, MOBI)
- Introduction to PowerShell for Unix People (PDF, ePub, HTML)
- Layman’s Guide to PowerShell 2.0 remoting (PDF)
- Mastering PowerShell
- PowerShell 2.0 – One CMDLET At A Time (PDF)
- PowerShell Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Secrets of PowerShell Remoting (PDF, ePub, MOBI)
- The Big Book of PowerShell Error Handling (PDF, ePub, MOBI)
- The Big Book of PowerShell Gotchas (PDF, ePub, MOBI)
- The DSC Book (PDF, ePub, HTML)
- The Monad Manifesto - Annotated (PDF, ePub, MOBI)
- Why PowerShell? (PDF, ePub, MOBI)
- Windows PowerShell Networking Guide (PDF, ePub, MOBI)

Processing

- The Nature of Code: Simulating Natural Systems with Processing

Prolog

- Adventure in Prolog
- Applications of Prolog
- Concise Intro to Prolog
- Expert Systems in Prolog
- GNU Prolog Manual (PDF)
- Introduction to Prolog for Mathematicians - J. Ireson-Ireson-Paine
- Learn Prolog Now!
- Logic, Programming and Prolog (2ed)
- Natural Language Processing Techniques in Prolog - P. Blackburn, K. Striegnitz
- Prolog and Natural Language Analysis - Fernando C. N. Pereira, Stuart M. Shieber
- Prolog for Programmers
- Prolog Problems - Werner Hett
- Prolog Techniques
- Prolog Tutorial
- Simply Logical - P. Flach (HTML, PDF)
- The First 10 Prolog Programming Contests - Bart Demoen, Phuong-Lan Nguyen, Tom Schrijvers, Remko Tronçon

**Constraint Logic Programming (extended Prolog)**

- A Gentle Guide to Constraint Logic Programming via ECLiPSe

**PureScript**

- PureScript By Example - Phil Freeman

**Python**

- 20 Python Libraries You Aren't Using (But Should) (*Just fill the fields with any values*)
- A Beginner's Python Tutorial
- A Byte of Python (3.x) (HTML, PDF, EPUB, Mobi)
- A Guide to Python's Magic Methods - Rafe Kettler
- A Whirlwind Tour of Python - Jake VanderPlas (PDF) (EPUB, MOBI)
- Automate the Boring Stuff - Al Sweigart
- Biopython (PDF)
- Build applications in Python the antitextbook (3.x) (HTML, PDF, EPUB, Mobi)
- Building Machine Learning Systems with Python - Willi Richert & Luis Pedro Coelho, Packt. (*Just fill the fields with any values*)
- Building Skills in Object-Oriented Design (Python) (PDF) (2.1.1)
- Building Skills in Python (PDF) (2.6)
- Code Like a Pythonista: Idiomatic Python
- CodeCademy Python
- Composing Programs (3.x)
- Data Structures and Algorithms in Python - B. R. Preiss (PDF)
- Dive into Python - Mark Pilgrim (2.3)
- Dive into Python 3 - Mark Pilgrim (3.0)
- From Python to NumPy
- Full Stack Python
- Functional Programming in Python (*Just fill the fields with any values*)
- Fundamentals of Python Programming - Richard L. Halterman (PDF) (3.2)
- Google's Python Class (2.4 - 2.x)
- Google's Python Style Guide
- Hacking Secret Cyphers with Python - Al Sweigart (3.3)
- Hadoop with Python (just fill the fields with any values)
- High Performance Python (PDF)
- Hitchhiker's Guide to Python! (2.6)
- How to Make Mistakes in Python - Mike Pirnat (PDF) (1st edition)
- How to Think Like a Computer Scientist: Learning with Python - Allen B. Downey, Jeff Elkner and Chris Meyers (2.4)
- How to Think Like a Computer Scientist: Learning with Python, Interactive Edition (3.2)
- Intermediate Python - Muhammad Yasoob Ullah Khalid (1st edition)
- Introduction to Programming Using Python - Cody Jackson (1st edition) (2.3)
- Introduction to Programming with Python (3.3)
- Introduction to Python - Kracekumar (2.7.3)
- Invent Your Own Computer Games With Python - Al Sweigart (3.1)
- Learn Python, Break Python
- Learn Python in Y minutes
- Learn Python The Hard Way (2.5 - 2.6)
- Learn to Program Using Python - Cody Jackson (PDF)
- Learning Python - Fabrizio Romano, Packt. (just fill the fields with any values)
- Learning to Program
- Lectures on scientific computing with python - J.R. Johansson (2.7)
- Making Games with Python & Pygame - Al Sweigart (2.7)
- Modeling Creativity: Case Studies in Python - Tom D. De Smedt (PDF)
- Natural Language Processing with Python (3.x)
- Non-Programmer's Tutorial for Python 2.6 (2.6)
- Non-Programmer's Tutorial for Python 3 (3.3)
- Picking a Python Version: A Manifesto (just fill the fields with any values)
- Porting to Python 3: An In-Depth Guide (2.6 - 2.x & 3.1 - 3.x)
- Practical Programming in Python - Jeffrey Elkner (PDF)
- Problem Solving with Algorithms and Data Structures using Python - Bradley N. Miller and David L. Ranum
- Program Arcade Games With Python And Pygame (3.3)
- Programming Computer Vision with Python (PDF)
- Python 2 Official Documentation (PDF, HTML, TEXT) (2.x)
- Python 2.7 quick reference - New Mexico Tech (2.7)
- Python 3 Official Documentation (PDF, EPUB, HTML, TEXT) (3.x)
- Python Cookbook - David Beazley
- Python Data Science Handbook - Jake VanderPlas (HTML, Jupyter Notebooks)
- Python for Econometrics - Kevin Sheppard (PDF) (2.7.5)
- Python for Everybody Exploring Data Using Python 3 - Charles Severance (PDF, EPUB, HTML)
- Python for Informatics: Exploring Information (2.7.5)
- Python for you and me (2.7.3)
- Python for you and me (3.x)
- Python Idioms (PDF)
- Python in Education (just fill the fields with any values)
- Python in Hydrology - Sat Kumar Tomer
- Python Koans (2.7 or 3.x)
- Python Module of the Week (2.x)
- Python Module of the Week (3.x)
- Python Practice Book (2.7.1)
- Python Practice Projects
- Python Programming (PDF) (2.6)
- Scipy Lecture Notes
- SICP in Python (3.2)
- Snake Wrangling For Kids (3.x)
- Supporting Python 3: An In-Depth Guide (2.6 - 2.x & 3.1 - 3.x)
- Test-Driven Web Development with Python (3.3 - 3.x)
- Text Processing in Python - David Mertz (2.3 - 2.x)
- The Definitive Guide to Python, Python for the Java Platform - Josh Juneau, Jim Baker, Victor Ng, Leo Soto, Frank Wierzbiicki (2.5)
- The Little Book of Python Anti-Patterns (Source)
- The Programming Historian - William J. Turkel, Adam Crymble and Alan MacEachern
- The Python Ecosystem: An Introduction
- The Python GTK+ 3 Tutorial
- The Standard Python Library - Fredrik Lundh
- Think Complexity - Allen B. Downey (2nd Edition) (PDF, HTML)
- Think Python - Allen B. Downey (2.x & 3.0)
- Wikibooks: Python Programming (2.7)

**Django**

- Django Official Documentation (PDF) (1.5)
- Django Official Documentation (PDF) (1.7)
- Django Official Documentation (PDF) (1.9)
- Django Official Documentation (PDF) (1.10)
- Djen of Django
- Effective Django (1.5)
- How to Tango With Django (1.7)
- Test-Driven Web Development with Python (1.8)

**Flask**

- Explore Flask - Robert Picard
- Flask Microframework
- The Flask Mega-Tutorial - Miguel Grinberg (0.9)

**Kivy**

- Kivy Programming Guide

**Pandas**

- Learn Pandas - Hernan Rojas (0.18.1)
Pyramid

- Quick Tutorial for Pyramid

Tornado

- Learn Web Programming

QML

- Qt5 Cadaques - Juergen Bocklage-Ryannel and Johan Thelin (HTML, PDF, ePub) (work in progress)

R

- Advanced R Programming - Hadley Wickham
- Cookbook for R - Winston Chang
- Introduction to Probability and Statistics Using R - G. Jay Kerns (PDF)
- Learning Statistics with R - Daniel Navarro
- Machine Learning with R - Brett Lantz, Packt. (Just fill the fields with any values)
- ModernDive - Chester Ismay and Albert Y. Kim
- Practical Regression and Anova using R - Julian J. Faraway (PDF)
- R for Data Science - Garrett Grolemund and Hadley Wickham
- R for Spatial Analysis (PDF)
- R Language for Programmers - John D. Cook
- R Packages - Hadley Wickham
- R Practicals (PDF)
- R Programming
- R Programming for Data Science (Needs valid email)
- R Succinctly, Syncfusion (PDF, Kindle) (Just fill the fields with any values)
- The caret Package - Max Kuhn
- The R Inferno - Patrick Burns (PDF)
- The R Language
- The R Manuals
- Tidy Text Mining with R - Julia Silge and David Robinson

Racket

- How to Design Programs 2e
- Programming Languages: Application and Interpretation
- The Racket Guide

Raspberry Pi

- Raspberry Pi Cookbook for Python Programmers - Tim Cox, Packt. (Just fill the fields with any values)
- Raspberry Pi: Measure, Record, Explore
- Raspberry Pi Users Guide - Eben Upton (PDF)

REBOL
- Learn REBOL - Nick Antonaccio

Ruby
- A community-driven Ruby style guide
- CodeCademy Ruby
- Developing Games With Ruby
- I Love Ruby
- Introduction to Programming with Ruby - Launch School
- Just Enough Ruby to Get By
- Learn Ruby First - Frederick John
- Learn Ruby the Hard Way - Zed Shaw
- Learn to Program - Chris Pine
- Mr. Neighborly's Humble Little Ruby Book
- Object Oriented Programming with Ruby - Launch School
- Practicing Ruby
- Programming Ruby
- Ruby Essentials
- Ruby Hacking Guide
- Ruby in Twenty Minutes
- Ruby Koans
- Ruby Learning
- Ruby Programming
- Ruby User's Guide
- Ruby Web Dev: The Other Way
- The Bastards Book of Ruby
- The Unofficial Ruby Usage Guide (at Google) - Ian Macdonald
- Why's (Poignant) Guide to Ruby

RSpec
- Better Specs (RSpec Guidelines with Ruby)

Ruby on Rails
- A community-driven Rails style guide
- Building REST APIs with Rails
- Kestrels, Quirky Birds, and Hopeless Egocentricity
- Learn Ruby on Rails as You Modify a Craigslist Clone
- Objects on Rails
- Rails Girls Guides
- Ruby on Rails 3.2 - Step by Step
- Ruby on Rails 4.0 Guide
- Ruby on Rails Guides
- Ruby on Rails Tutorial (Rails 5): Learn Web Development with Rails - Michael Hartl
- Upgrading to Rails 4

Sinatra

- Sinatra Book

Rust

- Rust by Example
- Rust for Rubyists
- The Rust Programming Language
- The Rustonomicon
- Why Rust? (PDF)

Sage

- Sage for Power Users - William Stein (PDF)
- The Sage Manuals

Scala

- A Scala Tutorial for Java programmers (PDF)
- Advanced Scala with Cats - Noel Welsh and Dave Gurnell (PDF, HTML, EPUB) (just fill the fields with any values)
- Another tour of Scala
- Creative Scala - Noel Welsh and Dave Gurnell (PDF, HTML, EPUB) (just fill the fields with any values)
- EAI Patterns with Actor Model - Vaughn Vernon
- Effective Scala
- Essential Scala - Noel Welsh and Dave Gurnell (PDF, HTML, EPUB) (just fill the fields with any values)
- Learning Scala in small bites
- Learning Scalaz
- Pro Scala: Monadic Design Patterns for the Web
- Program Transformation in Scala - Anastasia Izmaylova (PDF)
- Programming in Scala, First Edition - by M. Odersky, L. Spoon, B. Venners
- PythonToScala - Rob Story
- S-99: Ninety-Nine Scala Problems - Phil! Gold
- Scala & Design Patterns: Exploring Language Expressivity - Fredrik Skeel Løkke (PDF)
- Scala By Example - M. Odersky (PDF)
- Scala Cookbook: Bonus Chapters - Alvin Alexander (PDF)
- Scala for Perl 5 Programmers - Breno G. de Oliveira
- Scala for the Impatient (A1 Scala Level chapters) - Cay S. Horstmann
- Scala School by Twitter
- Scala Tutorial (PDF)
- tetrix in Scala
- The Neophyte's Guide to Scala - Daniel Westheide
- The Type Astronaut's Guide to Shapeless - Dave Gurnell (PDF, HTML, EPUB) *(Just fill the fields with any values)*
- Xtrace

### Lift

- Exploring Lift (published earlier as “The Definitive Guide to Lift”, PDF)
- Lift Cookbook - Richard Dallaway
- Simply Lift - David Pollak (PDF)

### Play Scala

- Essential Play - Dave Gurnell (PDF, HTML, EPUB) *(Just fill the fields with any values)*
- Play Framework Recipes - Alvin Alexander

### Scheme

- A Pamphlet Against R. Computational Intelligence in Guile Scheme
- An Introduction to Scheme and its Implementation
- Concrete Abstractions: An Introduction to Computer Science Using Scheme - M. Hailperin, B. Kaiser, K. Knight
- How to Design Programs
- Scheme Tutorial
- Simply Scheme: Introducing Computer Science - B. Harvey, M. Wright
- Sketchy LISP: An Introduction to Functional Programming in Scheme - Nils Holm (ZIP)
- Structure and Interpretation of Computer Programs
- Teach Yourself Scheme in Fixnum Days
- The Scheme Programming Language: Edition 3 - The Scheme Programming Language: Edition 4
- Write Yourself a Scheme in 48 Hours

### Scilab

- Introduction to Scilab
- Programming in Scilab
- Writing Scilab Extensions

### Scratch

- Computer Science Concepts in Scratch
Sed

- Sed - An Introduction and Tutorial

Self

- The Self Handbook

Smalltalk

- Computer Programming using GNU Smalltalk (PDF)
- Deep into Pharo
- Dynamic Web Development with Seaside - S. Ducasse, L. Renggli, C. D. Shaffer, R. Zaccone
- Numerical Methods with Pharo
- Pharo by Example (Smalltalk DE)
- Pharo Enterprise: a Web Perspective
- Squeak By Example (Smalltalk IDE)
- Stef's Free Online Smalltalk Books (meta-list)

Solidity

- A 101 Noob Intro to Programming Smart Contracts on Ethereum - Eva Shon

Spark

- Databricks Spark Knowledge Base
- Databricks Spark Reference Applications
- Mastering Apache Spark

SQL (implementation agnostic)

- A Primer on SQL, Second Edition
- Developing Time-Oriented Database Applications in SQL
- SQL For Web Nerds
- Use The Index, Luke!: A Guide To SQL Database Performance

SQL Server

- Best of SQLServerCentral.com Vol 7 (RedGate, By SQLServerCentral Authors) Brad's Sure Guide to SQL Server Maintenance Plans (RedGate, By Brad McGehee)
- Defensive Database Programming (PDF) (RedGate, By Alex Kuznetsov)
- How to Become an Exceptional DBA (RedGate, By Brad McGehee)
- Inside the SQL Server Query Optimizer (RedGate, By Benjamin Nevarez)
- Introducing Microsoft SQL Server 2008 R2
- Introducing Microsoft SQL Server 2012

- Introducing Microsoft SQL Server 2014
- Mastering SQL Server Profiler (RedGate, By Brad McGehee)
- Performance Tuning with SQL Server Dynamic Management Views (RedGate, By Tim Ford and Louis Davidson)
- Protecting SQL Server Data (RedGate, By John Magnabosco)
- SQL Server 2012 Tutorials: Reporting Services
- SQL Server Backup and Restore (RedGate, By Shawn McGehee)
- SQL Server Concurrency: Locking, Blocking and Row Versioning (RedGate, By Kalen Delaney)
- SQL Server Execution Plans (PDF) (RedGate, By Grant Fritchey)
- SQL Server Execution Plans, Second Edition (PDF) (RedGate, By Grant Fritchey)
- SQL Server Hardware (RedGate, By Glenn Berry)
- SQL Server Internals: In-Memory OLTP (RedGate, By Kalen Delaney)
- SQL Server Statistics (RedGate, By Holger Schmeling)
- SQL Server Stumpers Vol.5 (RedGate, By SQLServerCentral Authors)
- SQL Server Tacklebox (RedGate, By Rodney Landrum)
- SQL Server Transaction Log Management (RedGate, By Tony Davis and Gail Shaw)
- The Art of SQL Server FILESTREAM (RedGate, By Jacob Sebastian and Sven Aelterman)
- Troubleshooting SQL Server: A Guide for the Accidental DBA (RedGate, By Jonathan Kehayias and Ted Krueger)

**Standard ML**

- Introduction to Standard ML - Atsushi Ohori (PDF)
- Programming in Standard ML ’97 - Stephen Gilmore, University of Edinburgh
- Programming in Standard ML, DRAFT - Robert Harper (PDF)
- SML# Document - Atsushi Ohori, Katsuhiro Ueno

**Subversion**

- Subversion Version Control (PDF)
- Version Control with Subversion

**Swift**

- Hacking with Swift
- Learn Swift
- Swift Essentials - Second Edition - Dr. Alex Blewitt, Packt *(Just fill the fields with any values)*
- Swift Pocket Reference *(Just fill the fields with any values)*
- Test-driven iOS Development with Swift - Dr. Dominik Hauser, Packt. *(Just fill the fields with any values)*
- The Swift Programming Language (HTML) (iBook)
- Using Swift with Cocoa and Objective-C (HTML) (iBook)

**Tcl**

- Tcl Programming - Richard.Suchenwirth, et. al.
- **TclWise** - Salvatore Sanfilippo

**Teradata**

- **Teradata Books**

**Tizen**

- **Tizen for Dummies** - Jon Lansdell, Cheng Luo, Michelle Somersville (PDF)

**TLA**

- **Specifying Systems: The TLA+ Language and Tools for Hardware and Software Engineers** - Leslie Lamport (Postscript or PDF)

**TypeScript**

- **TypeScript Deep Dive**
- **TypeScript for C# Programmers**
- **TypeScript Succinctly, Syncfusion** (PDF, Kindle) *(just fill the fields with any values)*

**Unix**

- **An Introduction to Unix**
- **Commentary on the Sixth Edition UNIX Operating System** - J. Lions
- **Unix as IDE** - Tom Ryder (epub, mobi)
- **UNIX Commands and Concepts** - Robert I. Pitts
- **Unix for Poets** - Kenneth Ward Church (PDF)
- **Unix Toolbox** - Colin Barschel
- **UNIX Tutorial for Beginners**

**Verilog**

- **Verilog Tutorial**

**VHDL**

- **Free Range VHDL** - Bryan Mealy, Fabrizio Tappero (TeX and PDF)
- **VHDL Tutorial**
- **VHDL Tutorial** - Peter J. Ashenden (PDF)
- **VHDL Tutorial: Learn By Example**
Vim

- A Byte of Vim
- Learn Vim Progressively
- Learn Vimscript the Hard Way
- Use Vim Like A Pro - Tim Ottinger
- Vi Improved -- Vim - Steve Oualline (PDF)
- Vim Recipes (PDF)
- Vim Regular Expressions 101

Visual Basic

- Visual Basic Essentials

Visual Prolog

- A Beginners' Guide to Visual Prolog
- Visual Prolog for Tyros

Web Services

- RESTful Web Services (PDF)

Windows 8

- Programming Windows 8 Apps with HTML, CSS, and JavaScript (v1)
- Programming Windows 8 Apps with HTML, CSS, and JavaScript (v2, incomplete)

Windows Phone

- Developing An Advanced Windows Phone 7.5 App That Connects To The Cloud
- Windows Phone 8 Development Succinctly - Matteo Pagani (PDF)
- Windows Phone 8.1 Development for Absolute Beginners
- Windows Phone Programming Blue Book

Workflow

- Declare Peace on Virtual Machines. A guide to simplifying vm-based development on a Mac

xBase (dBase / Clipper / Harbour)

- Application Development with Harbour
- CA-Clipper 5.2 Norton Guide
- Clipper Tutorial: a Guide to Open Source Clipper(s)

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