## 25. OTHER USEFUL REFERENCES

Here are some references to works that will be useful to you in addition to this primer. Some of these you have already been referred to, such as:

- The Interlisp-D Reference Manual (IRM)
- The Library Packages Manual
- · The User's Guide to SKETCH

In addition, you can learn more about Lisp with the books:

- isler. This book was published in 1986 by John Wiley and Sons, NY.
- *Essential LISP* by John Anderson, Albert Corbett, and Brian Reiser. This book was published in 1986 by Addison Wesley Publishing Company, Reading, MA. It was informed by research on how beginners learn LISP.
- **The Little Lisper** by Daniel P. Friedman and Matthias Felleisen. The second edition of this book was published in 1986 by SRA Associates, Chicago. This book is a deceptively simple introduction to recursive programming and the flexible data structures provided by LISP.
- *LISP* by Patrick Winston and Berthold Horn. The second edition of this book was published in 1985 by the Addison Wesley Publishing Company, Reading, MA.
- *LISP: A Gentle Introduction to Symbolic Computation* by David S. Touretzky. This book was published in 1984 by the Harper and Row Publishing Company, NY.

Finally, there are three articles about the Interlisp Programming environment:

- Power Tools For Programmers by BeauSheil. It appeared in *Datamation* in February, 1983, Pages 131 144.
- The Interlisp Programming Environment by Warren Teitelman and Larry Masinter. It appeared in April, 1981, in *IEEE Computer*, Volume 14:1, Pages 25 34.
- Programming In an Interactive Environment, the LISP Experience by Erik Sandewall. It appeared in March, 1978, in the *ACM Computing Surveys*, Volume 10:1, pages 35 71.

Each of these articles was reprinted in the book *Interactive Prog ramming Environments* by David R. Barstow, Howard E. Shrobe, and Erik Sandewail. This book was published in 1984 by McGraw Hill, NY. The first article can be found on pages 19 - 30, the second on pages 83 - 96, and the third on pages 31 - 80.