

Subject:Computing

< [Books by subject](#)

Computing



These books deal with **computing**: usually defined as the activity of using and developing computer technology, computer hardware, and software.

Completed books

- [OpenSSH](#)
- [Structured Query Language](#)

Books nearing completion

- [PostgreSQL](#)

Half-finished books

- [A-level Computing](#)
- [A-level Computing 2009](#)
- [Computers for Beginners](#)
- [Introduction to Computer Information Systems](#)
- [The Computer Revolution](#)

Partly developed books

- [Choosing The Right File Format](#)
- [Computer Animation](#)
- [Guide to Game Development](#)
- [Hempl](#)
- [History of Computers](#)
- [How to Type](#)
- [Non-nerd's Guide to Computers](#)
- [Unicode](#)

Freshly started books

- [Backstage Projects: Support and Policymaking in Collaborative Cyberspace](#)
- [CACS](#)
- [CCNA Voice Certification](#)
- [Computer Graphics](#)
- [Creating a Virtual Machine](#)
- [FHSST Computer Literacy](#)
- [GCSE Computer Science](#)

Subsections



- [Computer hardware](#)
- [Computer networking](#)
- [Computer programming](#)
- [Computer science](#)
- [Computer software](#)
- [Console game programming](#)
- [Information technology](#)
- [Internet](#)
- [Open source](#)

Featured Books



- [Ada Programming](#)
- [Algorithms](#)
- [Applications of ICT in Libraries](#)
- [Blender 3D: Noob to Pro](#)
- [C Programming](#)
- [C Sharp Programming](#)
- [Formal Logic](#)
- [Haskell](#)
- [How To Assemble A Desktop PC](#)
- [Knowing Knoppix](#)
- [LaTeX](#)
- [Non-Programmer's Tutorial for Python 2.6](#)
- [Non-Programmer's Tutorial for Python 3](#)
- [Write Yourself a Scheme in 48 Hours](#)
- [X86 Disassembly](#)
- [XForms](#)
- [XML - Managing Data Exchange](#)

- [GCSE Computing](#)
- [GCSE Computing — AQA](#)
- [High performance computing](#)
- [ITIL v3 \(Information Technology Infrastructure Library\)](#)
- [Modelling Theory and Practice](#)
- [Teaching Computer Literacy](#)
- [WifiLapper](#)

Unknown completion

- [Cluster-Handbook](#)
- [Data Science: An Introduction](#)
- [How to modify an eMac to use as an external monitor](#)
- [KoBo Toolbox](#)
- [Lua Programming for the Creative ZEN X-Fi2](#)
- [Methodology for code migration on many-core architecture](#)

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