For C/C++

* A good read about why C and C++ are different languages – [Should I learn C before learning C++?](http://stackoverflow.com/questions/598552/should-i-learn-c-before-learning-c)
* [Why C is not a subset of C++](http://stackoverflow.com/questions/1201593/c-subset-of-c-where-not-examples)
* IDE: [Visual Studio](http://www.visualstudio.com/) or [Eclipse](http://www.eclipse.org/cdt/)
* Tutorials & References: [Cprogramming.com](http://www.cprogramming.com/tutorial.html)

**For C**

* **Books**
  + [C Programming Absolute Beginner’s Guide](http://amzn.to/1yrSVvw)
  + A must have if you are serious in C programming – [The C Programming Language](http://amzn.to/1xKyZkw)
  + [C Programming: A Modern Approach](http://amzn.to/1wbOCP7)
  + [Learn C The Hard Way](http://c.learncodethehardway.org/book/) (free)
* **Tutorials (free)**
  + [Learn-C.org](http://www.learn-c.org/)
  + Tutorials Point –[C Tutorial](http://www.tutorialspoint.com/cprogramming/)
  + [C FAQ](http://c-faq.com/)

**For C++**

* Great list of books for all levels – [The Definitive C++ Book Guide and List](http://stackoverflow.com/questions/388242/the-definitive-c-book-guide-and-list/)
* [cplusplus.com – The C++ Resources Network](http://www.cplusplus.com/)
* **Course**
  + A great course for game development: Udemy – [Learn C++ Game Development](http://carlcheo.com/recommend/udemy-cpp-game)
* **Tutorials (free)**
  + [LearnCpp.com](http://www.learncpp.com/)
  + [Console C++ Video Tutorials](http://xoax.net/cpp/crs/console/index.php)
  + [Tutorials Point](http://www.tutorialspoint.com/cplusplus/) – C++ Tutorial
* **Books**
  + [Programming: Principles and Practice Using C++](http://amzn.to/1wUlwrD)
  + [The C++ Programming Language](http://amzn.to/1Igbl2f)
  + For game programming – [Beginning C++ Through Game Programming](http://amzn.to/1wbYvfF)

## **Want a FREE Full-Featured C++ IDE?**

Embarcadero's C++ Builder has a ton of features to make developing C++ apps easier, including:

* Tools to help you build and compile cross-platform apps in a single codebase;
* Components and libraries so you don’t have to re-invent the wheel; and
* Frameworks that make it easy for even us C++ developers to build a cross-platform UI.

**And right now, Embarcadero has a super exciting announcement**— they’re taking all the features in C++ Builder Professional and making them available for **FREE** in[C++ Builder Community Edition](https://go.sitepoint.com/t/y-l-kkydhdd-tdhytihuyh-j/) (as long as you’re creating applications for non-commercial use, generating revenues of less than $5,000 US per year and have fewer than 5 developers on your team).

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In Embarcadero's words it's "enough that we were going to list out the new functionality in Community Edition, but then we realized that we couldn’t — there are literally hundreds of added features."

If we're honest, the previous free version of C++ Builder lacked some of the more advanced features of the suite, Embarcadero has listened to the community and the [Free C++ Builder Community Edition](https://go.sitepoint.com/t/y-l-kkydhdd-tdhytihuyh-t/) now includes just as much power-packed functionality as [the professional version](https://go.sitepoint.com/t/y-l-kkydhdd-tdhytihuyh-i/)!

So, what are you waiting for? Accelerate your development — download [C++ Builder Community Edition](https://go.sitepoint.com/t/y-l-kkydhdd-tdhytihuyh-d/)for free today!