

A treasure trove of books for people who love code. Curated by Eric Elliott.

Arranged by topic, loosely in learning order.

A Note to Beginners

I learned to code around the same time I learned to read and write. I loved computer games and I wanted to learn how to make my own. I loved games and stories about magic, and computers seemed about as close to magic as you can get. In those days, many computers booted directly into a programming environment, and I took it for granted that if you wanted to create something on a computer, you had to learn to code. My best friend's dad gave me a book designed to teach kids how to make computer games with code and I dove in head first.

Today, we create on computers all the time, and we take computers for granted, but if you're the type of person who likes to take things apart to see how they work, the allure to look under the hood and discover how apps are made can be irresistible and endlessly entertaining.

I have now been chasing this passion for half a lifetime. What started with a love of computer games has become a rewarding career that has enabled me to travel around the world and discover the real magic we can make with software. Along the way, I have been inspired by a lot of other great books.

It is my hope that this collection of some of my favorite programming books will help you to discover and create some magic of your own.

~ Eric Elliott

P.S. Purchasing using the affiliate links on this page helps us continue to share educational resources with you.

For Beginners & Kids

Super Scratch Programming Adventure! Learn to Program By Making Cool Games by The LEAD Project

Video Game Programming for Kids by Jonathan S. Harbour

JavaScript for Kids: A Playful Introduction to Programming by Nick Morgan

3D Game Programmig for Kids: Create Interactive Worlds with JavaScript by Chris Strom

Adventures in Minecraft by David Whale, Martin O'Hanlon

The Game Maker's Apprentice: Game Development for Beginners by Jacob Habgood, Mark Overmars, Phil Wilson

Code: The Hidden Language of Computer Hardware and Software by Charles Petzold

Eloquent JavaScript: A Modern Introduction to Programming by Marijn Haverbeke

Software Craftmanship

Coders at Work: Reflections on the Craft of Programming by Peter Seibel

Beautiful Code: Leading Programmers Explain How They Think by Andy Oram, Greg Wilson

The Pragmatic Programmer by Andrew Hunt and David Thomas

Clean Code: A Handbook of Agile Software Craftmanship by Robert C. Martin

Code Complete: A Practical Handbook of Software Construction by Steve McConnell

Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems by David J Agans

Seven Languages in Seven Weeks by Bruce Tate

Seven Databases in Seven Weeks: A Guide to Modern Databases and the NoSQL Movement by Eric Redmond, Jim R. Wilson

Seven Concurrency Models in Seven Weeks by Paul Butcher

The C Programming Language aka the K&R book by Brian W. Kernighan, Dennis M. Ritchie

Functional Programming

Professor Frisby's Mostly Adequate Guide to Functional Programming by Brian Lonsdorf

The Little Schemer by Daniel P. Friedman, Matthias Felleisen, Duane Bibby, Gerald J. Sussman

Learn You A Haskell for Great Good by Miran Lipovaca

Purely Functional Data Structures by Chris Okasaki

Basic Category Theory for Computer Scientists by Benjamin C. Pierce

Academic Topics

The New Turing Omnibus: Sixty-Six Excursions in Computer Science by A. K. Dewdney

Design Patterns: Elements of Reusable Object Oriented Software aka the Gang of Four book or the GoF by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, Grady Booch

How to Design Programs by Matthias Felleisen, Robert Bruce Findler, Matthew Flatt, Shriram Krishnamurthi

The Structure and Interpretation of Computer Programs by Harold Abelson, Gerald Jay Sussman, Julie Sussman

Introduction to Algorithms, 3rd Edition by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein

Algorithms by Robert Sedgewick, Kevin Wayne

The Art of Computer Programming: Vol. 1 by Donald E Knuth

The Art of Computer Programming: Vol. 2 by Donald E Knuth

The Art of Computer Programming: Vol. 3 by Donald E. Knuth

Programming Pearls by Jon Bentley

How to Prove it: A Structured Approach by Daniel J. Velleman

The Annotated Turing: A Guided Tour Through Alan Turing's Historic Paper on Computability and the Turing Machine by Charles Petzold

Introduction to Graph Theory by Richard J. Trudeau

Paradigms of Artificial Intelligence Programming: Case Studies in Common Lisp by Peter Norvig

Artificial Intelligence for Humans: Deep Learning and Neural Networks by Jeff Heaton

Gödel, Escher, Bach: An Eternal Golden Braid by Douglas R. Hofstadter

Compilers

Compilers: Principles, Techniques, and Tools by Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman

Types and Programming Languages by Benjamin C. Pierce

Advanced Topics in Types and Programming Languages by Benjamin C. Pierce

Productivity & Principles

Rework by Jason Fried, David Heinemeier Hansson

The Mythical Man-Month: Essays on Software Engineering by Frederick P. Brooks Jr.

Continuous Delivery by Jez Humble & David Farley

AntiPatterns: Refactoring Software, Architectures, and Projects in Crisis by William J. Brown, Raphael C. Malveau, Hays W. "Skip" McCormick, Thomas J. Mowbray

Refactoring: Improving the Design of Existing Code by Martin Fowler, Kent Beck, John Brant, William Opdyke, Don Roberts, Erich Gamma

The Clean Coder: A Code of Conduct for Professional Programmers by Robert C. Martin

The Passionate Programmer: Creating a Remarkable Career in Software Development by Chad Fowler

Test Driven Development By Example by Kent Beck

The Phoenix Project: A Novel about IT, DevOps, and Helping Your Business Win by Gene Kim, Kevin Behr, George Spafford

The Cathedral & the Bazaar by Eric S. Raymond (ESR) — Musings on Linux and Open Source by an Accidental Revolutionary, 2001

The Art of Unix Programming by Eric S. Raymond

Learn JavaScript with Eric Elliott

Eric Elliott is the author of “Programming JavaScript Applications” (O’Reilly), and “Learn JavaScript Universal App Development with Node, ES6, & React”. He has contributed to software experiences for Adobe Systems, Zumba Fitness, The Wall Street Journal, ESPN, BBC, and top recording artists including Usher, Frank Ocean, Metallica, and many more.

He spends most of his time in the San Francisco Bay Area with the most beautiful woman in the world.