

The Effective Software Developer's Book List

What books should all serious developers read and study? This is a list of books that I have either found particularly helpful in my own growth as a programmer, or that are popular on various required-reading lists. I have **bolded** books I consider absolute required reading (probably multiple times) for all software developers.

I've gathered these books from multiple sources, beginning with [Steve McConnell's](#) list in the back of [Code Complete](#).

By the way, just because a book is listed in the Introductory section does not mean you shouldn't read it because you're advanced.

Why the Have I Read? column? To keep me honest, and to serve as my own checklist.

(Updated 11/28 – PeopleWare)
(Updated 12/7 – Design of Everyday Things)
(Updated 1/26 – Beautiful Code, Essay section)
(Updated 6/3 – Pragmatic Unit Testing in C# with NUnit)

Introductory

| Book | Have I Read? |
|---|--------------|
| Code Complete: A Practical Handbook of Software Construction <i>Steve McConnell</i> | Y |
| Conceptual Blockbusting: A Guide to Better Ideas <i>James L. Adams</i> | |
| Programming Pearls (2nd Edition) (ACM Press) <i>Jon Bentley</i> | Y |
| Facts and Fallacies of Software Engineering <i>Robert Glass</i> | |
| The Pragmatic Programmer: From Journeyman to Master <i>Andrew Hunt and David Thomas</i> | Y |
| Object-Oriented Design Heuristics <i>Arther Riel</i> | Y |
| UML Distilled: A Brief Guide to the Standard Object Modeling Language (3rd Edition) (The Addison-Wesley Object Technology Series) <i>Martin Fowler</i> | |
| Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition) <i>Craig Larman</i> | |
| Refactoring Workbook <i>William Wake</i> | |
| The Mythical Man-Month: Essays on Software Engineering, Anniversary Edition (2nd Edition) <i>Frederick Brooks</i> | Y |
| Introduction to Algorithms <i>Thomas Cormen</i> | |

Intermediate

| Book | Have I Read? |
|---|--------------|
| Software Configuration Management Patterns: Effective Teamwork, Practical Integration <i>Stephen Berczuk and Brad Appleton</i> | |
| Software Creativity 2.0 <i>Robert Glass</i> | |
| Testing Computer Software, 2nd Edition <i>Cem Kaner, Jack Falk, Hung Q. Nguyen</i> | |
| Rapid Development <i>Steve McConnell</i> | |
| Software Requirements, Second Edition <i>Karl Wiegers</i> | |
| "Manager's Handbook for Software Development" (PDF) NASA Goddard Space Flight Center | |
| Patterns of Enterprise Application Architecture (The Addison-Wesley Signature Series) <i>Martin Fowler</i> | |

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|--|---|
| Test Driven Development: By Example (The Addison-Wesley Signature Series) | Y |
| <i>Kent Beck</i> | |
| Pragmatic Unit Testing in C# with NUnit, 2nd Edition | Y |
| <i>Andy Hunt, Dave Thomas, Matt Hargett</i> | |
| Refactoring to Patterns (The Addison-Wesley Signature Series) | |
| <i>Joshua Kerievsky</i> | |
| Head First Design Patterns (Head First) | |
| <i>Elisabeth Freeman, Eric Freeman, Bert Bates, Kathy Sierra</i> | |
| User Stories Applied: For Agile Software Development (The Addison-Wesley Signature Series) | |
| <i>Mike Cohn</i> | |
| Agile Principles, Patterns, and Practices in C# (Robert C. Martin Series) | |
| <i>Robert Martin</i> | |
| Applying Domain-Driven Design and Patterns: With Examples in C# and .NET | |
| <i>Jimmy Nilsson</i> | |
| Extreme Programming Explained: Embrace Change (2nd Edition) (The XP Series) | |
| <i>Kent Beck</i> | |
| The Design of Everyday Things | Y |
| <i>Donald A. Norman</i> | |
| Beautiful Code: Leading Programmers Explain How They Think | |

Professional

| Book | Have I Read? |
|---|--------------|
| Software Architecture in Practice (2nd Edition) (The SEI Series in Software Engineering) | |
| <i>Len Bass, Paul Clements, and Rick Kazman</i> | |
| Refactoring: Improving the Design of Existing Code (The Addison-Wesley Object Technology Series) | Y |
| <i>Martin Fowler</i> | |
| Design Patterns: Elements of Reusable Object-Oriented Software (Addison-Wesley Professional Computing Series) | Y |
| <i>Eric Gamma, Richard Helm, Ralph Johnson, John Vlissides</i> | |
| Principles Of Software Engineering Management | |
| <i>Tom Gilb</i> | |
| Writing Solid Code | |
| <i>Steve Maguire</i> | |
| Domain-Driven Design: Tackling Complexity in the Heart of Software | |
| <i>Eric Evans</i> | |
| Working Effectively with Legacy Code (Robert C. Martin Series) | |
| <i>Michael Feathers</i> | |
| Agile Estimating and Planning (Robert C. Martin Series) | |
| <i>Mike Cohn</i> | |
| Lean Software Development: An Agile Toolkit (The Agile Software Development Series) | |
| <i>Mary Poppendieck and Tom Poppendieck</i> | |
| Implementing Lean Software Development: From Concept to Cash (The Addison-Wesley Signature Series) | |
| <i>Mary Poppendieck and Tom Poppendieck</i> | |

Essays

| Essay | Have I Read? |
|---|--------------|
| Teach Yourself Programming in Ten Years | Y |
| <i>Peter Norvig</i> | |
| They Write the Right Stuff | Y |
| <i>Charles Fishman</i> | |
| The Humble Programmer | Y |
| <i>Edsger Dijkstra</i> | |

Management

| Book | Have I Read? |
|---|--------------|
| Peopleware: Productive Projects and Teams | Y |
| <i>Tom DeMarco</i> | |

Windows

| Book | Have I Read? |
|--|--------------|
| Microsoft Windows Internals, Fourth Edition: Microsoft Windows Server(TM) 2003, Windows XP, and Windows 2000 (Pro-Developer) | Y |
| <i>Mark Russinovich and David Solomon</i> | |
| Programming Windows, Fifth Edition | Y |
| <i>Charles Petzold</i> | |
| Programming Applications for Microsoft Windows | Y |
| <i>Jeff Richter</i> | |
| Programming Windows With MFC | Y |
| <i>Jeff Prosize</i> | |

.Net

| Book | Have I Read? |
|--|--------------|
| Inside C#, Second Edition | Y |
| <i>Tom Archer and Andrew Whitechapel</i> | |
| CLR via C#, Second Edition (Pro Developer) | Y |
| <i>Jeff Richter</i> | |

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