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- Standard ML
- Subversion
- Swift
- Vapor
- Tcl
- TEI
- Teradata
- Tizen
- TLA
- TypeScript
- Unix
- Verilog
- VHDL
- Vim
- Visual Basic
- Visual Prolog
- Web Services
- Windows 8
- Windows Phone
- Workflow
- xBase (dBase / Clipper / Harbour)

Meta-Lists

- atariarchives.org atariarchives.org makes books, information, and software for Atari and other classic computers available on the Web.

- [Bento](#)
- [Bitsavers.org](#)
- [Bookboon: IT & Programming](#) Cookie required. (email address *requested*, not required)
- [Cheat Sheets \(Free\)](#)
- [conceptf1.blogspot.com](#)
- [Free Smalltalk Books](#), collected by Stéphane Ducasse
- [Free Tech Books](#)
- [Goalkicker - Programming Notes for Professionals](#) books
- [IBM Redbooks](#)
- [InfoQ Minibooks](#)
- [InTech: Computer and Information Science](#)
- [JSBooks - directory of free javascript ebooks](#)
- [Learn X in Y minutes](#)
- [Learneroo Resources to Learn Programming](#)
- [Microsoft Guides to Software](#)
- [Microsoft Press: Free E-Books](#)
- [Microsoft Technologies 1](#), including books on Windows Azure, SharePoint, Visual Studio Guide, Windows phone development, ASP.net, Office365, etc. collection by Eric Ligman
- [Microsoft Technologies 2](#), including books on Windows Azure, SharePoint, Visual Studio Guide, Windows phone development, ASP.net, etc. collection by Eric Ligman
- [Microsoft Technologies 3](#), including books on Windows Azure, SharePoint, Visual Studio Guide, Windows phone development, ASP.net, etc. collection by Eric Ligman
- [O'Reilly's Open Books Project](#)
- [Papers we love](#)
- [Programming - Wikibooks](#)
- [Red Gate Books](#)
- [Stef's Free Online Smalltalk Books](#)
- [TechBeamers.com](#)
- [TechBooksForFree.com](#)
- [The Definitive C++ Book Guide and List](#)
- [Theassayer.org](#)
- [tutorialspoint](#)

Graphics Programming

- [3D Game Shaders For Beginners](#) - David Lettier (Git) ([HTML](#))
- [Blender 3D: Noob to Pro](#) - Wikibooks
- [Computer Graphics from scratch](#) - Gabriel Gambetta ( *in process*)
- [DirectX manual](#) (draft)
- [GPU Gems](#)
- [Graphics Programming Black Book](#) - Michael Abrash
- [Introduction to Modern OpenGL](#)
- [Introduction to TouchDesigner 099](#) (*Leanpub account or valid email requested*)
- [Learn OpenGL](#) - Joey de Vries

- [Learning Modern 3D Graphics Programming](#) - Jason L. McKesson (draft)
- [OpenGL](#) - Concepts and illustrations.
- [ShaderX series](#) - Wolfgang Engel
- [Tutorials for modern OpenGL](#)
- [WebGL Insights](#) - Patrick Cozzi and Contributors

Graphical User Interfaces

- [Programming with gtkmm 3](#)
- [Search User Interfaces](#) - Marti A. Hearst
- [The GLib/GTK+ Development Platform](#) - Sébastien Wilmet (PDF)

GraphQL

- [Fullstack GraphQL](#)

Language Agnostic

Algorithms & Data Structures

- [A Field Guide To Genetic Programming](#) - Riccardo Poli et al.
- [Algorithmic Graph Theory](#)
- [Algorithms](#) - Wikibooks
- [Algorithms, 4th Edition](#) - Robert Sedgewick and Kevin Wayne
- [Algorithms and Automatic Computing Machines \(1963\)](#) - B. A. Trakhtenbrot
- [Algorithms and Complexity](#) - Herbert S. Wilf (PDF)
- [Algorithms Course Materials](#) - Jeff Erickson
- [Analysis and Design of Algorithms](#) - Sandeep Sen, IIT Delhi
- [Animated Algorithm and Data Structure Visualization](#) (Resource)
- [Annotated Algorithms in Python: Applications in Physics, Biology, and Finance](#) - Massimo di Pierro
- [Binary Trees](#) (PDF)
- [Clever Algorithms](#) - Jason Brownlee
- [CS Unplugged: Computer Science without a computer](#)
- [Data Structures](#) - Prof. Subhashis Banerjee, IIT Delhi
- [Data Structures \(Into Java\)](#) - Paul N. Hilfinger (PDF)
- [Data Structures and Algorithms: Annotated Reference with Examples](#) - G. Barnett and L. Del Tongo
- [Data Structures Succinctly Part 1, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [Data Structures Succinctly Part 2, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [Elementary Algorithms](#) - Larry LIU Xinyu
- [Foundations of Computer Science](#) - Al Aho and Jeff Ullman

- [Geometry Algorithms](#) - Dan Sunday
- [Lectures Notes on Algorithm Analysis and Computational Complexity \(Fourth Edition\)](#) - Ian Parberry (use form at bottom of license)
- [LEDA: A Platform for Combinatorial and Geometric Computing](#) - K. Mehlhorn et al.
- [Linked List Basics](#) (PDF)
- [Linked List Problems](#) (PDF)
- [Matters Computational: Ideas, Algorithms, Source Code](#) (PDF)
- [Open Data Structures: An Introduction](#) - Pat Morin
- [Planning Algorithms](#)
- [Problems on Algorithms \(Second Edition\)](#) - Ian Parberry (use form at bottom of license)
- [Purely Functional Data Structures \(1996\)](#) - Chris Okasaki (PDF)
- [Sequential and parallel sorting algorithms](#)
- [Text Algorithms](#) (PDF)
- [The Algorithm Design Manual](#)
- [The Art of Computer Programming](#) - Donald Knuth (fascicles, mostly volume 4)
- [The Design of Approximation Algorithms](#) (PDF)
- [The Great Tree List Recursion Problem](#) (PDF)
- [The Kademia Protocol Succinctly](#) - Marc Clifton
- [Think Complexity](#) (PDF)


Artificial Intelligence

- [Artificial Intelligence for Big Data](#) - Anand Deshpande, Manish Kumar (Packt account *required*)
- [The Quest for Artificial Intelligence: A History of Ideas and Achievements](#) - Nils J. Nilsson (PDF)

Cellular Automata

- [A New Kind of Science](#) - Stephen Wolfram
- [Cellular Automata Books](#)

Cloud Computing

- [Azure Functions Succinctly, Syncfusion](#) (PDF, Kindle) (email address requested, not required)
- [Cloud Computing for Science and Engineering](#) - Ian Foster, Dennis B. Gannon ( *in process*)
- [Cloud Design Patterns](#)
- [Designing Distributed Systems](#) (*account required*)
- [Hands-On Cloud Administration in Azure](#) - Mustafa Toroman (Packt account *required*)

- [Learn Azure in a Month of Lunches](#) - Iain Foulds (PDF)
- [Monitoring Modern Infrastructure](#) (*account required*)
- [Multi-tenant Applications for the Cloud, 3rd Edition](#)
- [OpenStack Operations Guide](#)
- [Streamline microservice management with Istio Service Mesh](#) (*account required*)
- [The Developer's Guide to Azure](#)

Competitive Programming

- [Competitive Programmer's Handbook](#) - Antti Laaksonen (PDF)
- [Competitive Programming, 1st Edition](#) (PDF)

Compiler Design

- [An Introduction to GCC](#) - Brian Gough
- [Basics of Compiler Design \(Anniversary Edition\)](#) - Torben Mogensen
- [Compiler Construction](#) (PDF)
- [Compiler Design in C \(1990\)](#) - Allen Holub, Prentice Hall
- [Compiler Design: Theory, Tools, and Examples, C/C++ Edition](#) - Seth D. Bergmann
- [Compiler Design: Theory, Tools, and Examples, Java Edition](#) - Seth D. Bergmann
- [Compiling Scala for the Java Virtual Machine](#) - Michel Schinz (PDF)
- [Compiling Techniques \(1969\)](#) - F.R.A. Hopgood, Macdonald
- [Crafting Interpreters](#) (🚧) - Bob Nystrom (HTML)
- [Implementing Functional Languages: A Tutorial](#) - Simon Peyton Jones, David Lester
- [Let's Build a Compiler](#) (PDF)
- [Practical and Theoretical Aspects of Compiler Construction](#) (class lectures and slides)
- [The ANTLR Mega Tutorial](#)

Computer Science

- [Computer Science I - Draft](#) - Dr. Chris Bourke (PDF) (🚧 *in process*)
- [Computer Science II - Draft](#) - Dr. Chris Bourke (PDF) (🚧 *in process*)

Computer Vision

- [Computer Vision](#) - Dana Ballard, Chris Brown
- [Computer Vision: Algorithms and Applications](#) - Richard Szeliski
- [Computer Vision: Models, Learning, and Inference](#) - Simon J.D. Prince

- [Mastering OpenCV 4,Third Edition](#) - Roy Shilkrot, David Millán Escrivá (Packt account *required*)
- [Programming Computer Vision with Python](#) - Jan Erik Solem

Containers

- [Docker Cookbook, Second Edition](#) - Ken Cochrane, Jeeva S. Chelladhurai, Neependra K Khare (Packt account *required*)
- [Docker Jumpstart](#) - Andrew Odewahn
- [Kubernetes Cookbook, Second Edition](#) - Hideto Saito, Hui-Chuan Chloe Lee, Ke-Jou Carol Hsu (Packt account *required*)

Database

- [Database Explorations](#) (PDF)
- [Database Fundamentals](#) (PDF)
- [Databases, Types, and The Relational Model: The Third Manifesto](#) (PDF)
- [Foundations of Databases](#)
- [Readings in Database Systems, 5th Ed.](#)
- [Temporal Database Management](#) - Christian S. Jensen
- [The Theory of Relational Databases](#)

Datamining

- [A Programmer's Guide to Data Mining](#) - Ron Zacharski (Draft)
- [Data Jujitsu: The Art of Turning Data into Product](#) (email address *requested*, not required)
- [Data Mining Algorithms In R](#) - Wikibooks
- [Internet Advertising: An Interplay among Advertisers, Online Publishers, Ad Exchanges and Web Users](#) (PDF)
- [Introduction to Data Science](#) - Jeffrey Stanton
- [Introduction to Data Science](#) - Rafael A Irizarry (*Leanpub account or valid email requested*)
- [Mining of Massive Datasets](#)
- [School of Data Handbook](#)
- [Statistical inference for data science](#) - Brian Caffo
- [Theory and Applications for Advanced Text Mining](#)

Information Retrieval

- [Information Retrieval: A Survey](#) (PDF)
- [Introduction to Information Retrieval](#)


Licensing

- [Creative Commons: a user guide](#) - Simone Aliprandi
- [Open Source Licensing Software Freedom and Intellectual Property Law](#) - Lawrence Rosen
- [The Public Domain: Enclosing the Commons of the Mind](#) - James Boyle

Machine Learning

- [A Brief Introduction to Machine Learning for Engineers](#) - Osvaldo Simeone (PDF)
- [A Brief Introduction to Neural Networks](#)
- [A Course in Machine Learning](#) (PDF)
- [A First Encounter with Machine Learning](#) (PDF)
- [An Introduction to Statistical Learning](#) - Gareth James, Daniela Witten, Trevor Hastie and Robert Tibshirani
- [Bayesian Reasoning and Machine Learning](#)
- [Deep Learning](#) - Ian Goodfellow, Yoshua Bengio and Aaron Courville
- [Foundations of Machine Learning, Second Edition](#) - Mehryar Mohri, Afshin Rostamizadeh, Ameet Talwalkar
- [Gaussian Processes for Machine Learning](#)
- [Information Theory, Inference, and Learning Algorithms](#)
- [Interpretable Machine Learning](#) - Christoph Molnar
- [Introduction to CNTK Succinctly](#) - James McCaffrey
- [Introduction to Machine Learning](#) - Amnon Shashua
- [Keras Succinctly](#) - James McCaffrey
- [Learn Tensorflow](#) - Jupyter Notebooks
- [Learning Deep Architectures for AI](#) (PDF)
- [Machine Learning](#)
- [Machine Learning for Data Streams](#) - Albert Bifet, Ricard Gavaldà, Geoff Holmes, Bernhard Pfahringer
- [Machine Learning, Neural and Statistical Classification](#)
- [Neural Networks and Deep Learning](#)
- [Probabilistic Models in the Study of Language](#) (Draft, with R code)
- [Reinforcement Learning: An Introduction](#) - Richard S. Sutton, Andrew G. Barto (PDF)
- [Speech and Language Processing \(3rd Edition Draft\)](#) - Daniel Jurafsky, James H. Martin (PDF)
- [The Elements of Statistical Learning](#) - Trevor Hastie, Robert Tibshirani, and Jerome Friedman
- [The LION Way: Machine Learning plus Intelligent Optimization](#) - Roberto Battiti, Mauro Brunato (PDF)
- [The Python Game Book](#)


Mathematics

- [A First Course in Linear Algebra](#) - Robert A. Beezer
- [Advanced Algebra](#) - Anthony W. Knapp (PDF)
- [An Introduction to the Theory of Numbers](#) - Leo Moser (PDF)
- [Basic Algebra](#) - Anthony W. Knapp (PDF)
- [Basics of Algebra, Topology, and Differential Calculus](#) (PDF)
- [Bayesian Methods for Hackers](#) - Cameron Davidson-Pilon
- [Book of Proof](#) - Richard Hammack (PDF)
- [Calculus](#) - Gilbert Strang (PDF)
- [Calculus Made Easy](#) - Silvanus P. Thompson (PDF)
- [Category Theory for the Sciences](#) - David I. Spivak
- [CK-12 Probability and Statistics - Advanced](#)
- [Collaborative Statistics](#)
- [Computational and Inferential Thinking. The Foundations of Data Science](#)
- [Computational Geometry](#)
- [Concepts & Applications of Inferential Statistics](#)
- [Differential Equations](#) - Paul Dawkins (PDF, use download menu to download)
- [Elementary Differential Equations](#) - William F. Trench (PDF)
- [Essentials of Metaheuristics](#) - Sean Luke
- [Graph Theory](#)
- [Introduction to Probability](#) - Charles M. Grinstead and J. Laurie Snell
- [Introduction to Probability and Statistics Spring 2014](#)
- [Introduction to Proofs](#) - Jim Hefferon
- [Introduction to Statistical Thought](#) - Michael Lavine
- [Kalman and Bayesian Filters in Python](#)
- [Knapsack Problems - Algorithms and Computer Implementations](#) - Silvano Martello and Paolo Toth
- [Lecture Notes of Linear Algebra](#) - Dr. P. Shunmugaraj, IIT Kanpur (PDF)
- [Linear Algebra](#) - Dr. Arbind K Lal, Sukant Pati (PDF) ( in process)
- [Linear Algebra](#) (PDF)
- [Linear Algebra by Jim Hefferon](#) - Jim Hefferon
- [Mathematical Logic - an Introduction](#) (PDF)
- [Mathematics, MTH101A](#) - P. Shunmugaraj, IIT Kanpur
- [Non-Uniform Random Variate Generation](#) - Luc Devroye (PDF)
- [Number Theory](#) - Holden Lee MIT
- [OpenIntro Statistics](#)
- [Ordinary Differential Equations](#) - Wikibooks
- [Power Programming with Mathematica](#) - David B. Wagner
- [Probability and Statistics Cookbook](#)
- [Probability and Statistics EBook](#)
- [Seven Sketches in Compositionality: An Invitation to Applied Category Theory](#) - Brendan Fong and David I. Spivak (PDF)
- [Statistics Done Wrong](#) - Alex Reinhart
- [Think Bayes: Bayesian Statistics Made Simple](#) - Allen B. Downey
- [Think Stats: Probability and Statistics for Programmers](#) - Allen B. Downey (using Python)

Mathematics For Computer Science

- [A Mathematical Theory of Communication](#) - Claude E. Shannon
- [Discrete Structures for Computer Science: Counting, Recursion, and Probability](#) - Michiel Smid

Misc

- [2016 European Software Development Salary Survey](#)
- [2016 Software Development Salary Survey](#)
- [2D Game Development: From Zero To Hero](#) ( in process)
- [97 Things Every Programmer Should Know - Extended](#) (*Leanpub account or valid email requested*)
- [A MACHINE MADE THIS BOOK](#) ten sketches of computer science - JOHN WHITINGTON (PDF)
- [Ansible Up & Running](#) (first three chapters) (*account required*)
- [Asterisk™: The Definitive Guide](#)
- [Barcode Overview](#) (PDF)
- [Bitcoin and Cryptocurrency Technologies](#) - Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, Steven Goldfeder (PDF)
- [Blockchain By Example](#) - Bellaj Badr, Richard Horrocks, Xun (Brian) Wu (Packt account *required*)
- [Come, Let's Play: Scenario-Based Programming Using Live Sequence Charts](#)
- [Communicating Sequential Processes](#) - Tony Hoare (PDF)
- [Computer Musings](#) (lectures by Donald Knuth)
- [Confessions of an Unintentional CTO: Lessons in Growing a Web App](#) - Jack Kinsella
- [Culture & Empire: Digital Revolution](#) (PDF)
- [Design With FontForge](#)
- [Designing Interfaces](#) - Jennifer Tidwell
- [DevDocs](#) - Documents for Developers in 1 place
- [DevOps For Dummies \(IBM Edition\)](#) (PDF)
- [Digital Signal Processing For Communications](#)
- [Digital Signal Processing For Engineers and Scientists](#)
- ["DYNAMIC LINKED LIBRARIES": Paradigms of the GPL license in contemporary software](#) - Luis A. Enríquez
- [Effective DevOps with AWS, Second Edition](#) - Yogesh Raheja, Giuseppe Borgese, Nathaniel Felsen (Packt account *required*)
- [Essential Image Optimization](#) - Addy Osmani
- [Foundations of Programming](#) (PDF)
- [Game Programming Patterns](#) - Bob Nystrom
- [Getting Real](#)
- [Google Maps API Succinctly](#) - Mark Lewin
- [Hacknot: Essays on Software Development](#) - Ed Johnson
- [High-Performance Scientific Computing](#) (class lectures and slides)
- [HoloLens Succinctly](#) - Lars Klint

- [How Computers Work](#) - R. Young
- [How to Become a Programmer](#) (PDF)
- [How to Think Like a Computer Scientist](#) - Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers
- [Image Processing in C: Analyzing and Enhancing Digital Images](#) - Dwayne Phillips
- [Industrial Cybersecurity](#) - Pascal Ackerman (Packt account *required*)
- [Information Technology and the Networked Economy](#) (PDF)
- [IRPF90 Fortran code generator](#) - Anthony Scemama
- [Learn Programming](#) - Antti Salonen
- [Learn to Program](#)
- [Learning 30 Technologies in 30 Days: A Developer Challenge](#) - Shekhar Gulati
- [Linked Data Patterns: A pattern catalogue for modelling, publishing, and consuming Linked Data](#) - Leigh Dodds, Ian Davis
- [Magic Ink: Information Software and The Graphical Interface](#) - Bret Victor
- [Mastering Bitcoin - Unlocking digital currencies](#) - Andreas M. Antonopoulos
- [Mastering ROS for Robotics Programming, Second Edition](#) - Lentin Joseph, Jonathan Cacace (Packt account *required*)
- [Mobile Developer's Guide to the Galaxy](#) (*Leanpub account or valid email requested*)
- [Modeling Reactive Systems with Statecharts](#)
- [MSIX Succinctly](#) - Matteo Pagani
- [Networks, Crowds, and Markets: Reasoning About a Highly Connected World](#)
- [Object-Oriented Reengineering Patterns](#) - Serge Demeyer, Stéphane Ducasse and Oscar Nierstrasz
- [Open Government; Collaboration, Transparency, and Participation in Practice](#) - Daniel Lathrop, Laurel Ruma
- [Packt Publishing: A free book every day](#) (PDF, ePub, Mobi, Kindle) (*account required*)
- [PDQ: Pretty Darn Quick: An Agile, All-Purpose Methodology](#) - Jeff Franz-Lien (*Leanpub account or valid email requested*)
- [Philosophy of Computer Science](#) (PDF)
- [PNG: The Definitive Guide](#)
- [Pointers And Memory](#) (PDF)
- [Principles of Computer System Design](#) (PDF)
- [Procedural Content Generation in Games](#) - Noor Shaker, Julian Togelius, Mark Nelson
- [Programming with Unicode](#)
- [Real-World Maintainable Software](#) - Abraham Marin-Perez
- [Record-Playback Test Automation: Sahi & Selenium IDE: Critical Evaluation of Record-Playback Automation Tools](#) - Shashikant Jagtap (*Leanpub account or valid email requested*)
- [Scientific Programming and Computer Architecture](#) - Divakar Viswanath
- [Small Memory Software](#)

- [Writing Native Mobile Apps in a Functional Language Succinctly](#) - Vassili Kaplan

MOOC

- [Coursera](#)
- [edX](#)
- [freeCodeCamp](#)
- [FutureLearn](#)
- [MIT OCW](#)
- [NPTEL](#)
- [openHPI](#)
- [openSAP](#)
- [Platzi](#)
- [Udacity](#)

Networking

- [An Introduction to Computer Networks](#) (HTML, PDF, Kindle)
- [Bits, Signals, and Packets: An Introduction to Digital Communications and Networks](#)
- [Code Connected vol.1](#) (PDF) (book on ZeroMQ)
- [Computer Networking : Principles, Protocols and Practice](#) (HTML, ePub, PDF, Kindle)
- [Computer Networks: A Systems Approach](#) - Larry Peterson and Bruce Davie (HTML, epub, mobi, PDF)
- [Distributed systems for fun and profit](#)
- [High-Performance Browser Networking](#) - Ilya Grigorik
- [HTTP Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [HTTP2 Explained](#) - Daniel Stenberg
- [IPv6 for IPv4 Experts](#) - Yar Tikhiiy (PDF)
- [The TCP/IP Guide](#)
- [Understanding IP Addressing: Everything you ever wanted to know](#) (PDF)
- [ZeroMQ Guide](#)

Open Source Ecosystem

- [Data Journalism Handbook](#)
- [Free as in Freedom: Richard Stallman and the free software revolution](#) - Sam Williams (PDF)
- [Free for All](#) - Peter Wayner
- [Free Software, Free Society: Selected Essays of Richard M. Stallman](#)
- [Getting Started with InnerSource](#) (email address *requested*, not required)

- [Getting started with Open source development](#) (PDF)
- [GitLab Handbook](#)
- [How to get started with open source](#) (ePub & ODT)
- [Innovation Happens Elsewhere](#) - Ron Goldman, Richard P. Gabriel
- [Open Advice: FOSS: What We Wish We Had Known When We Started](#)
- [Open source in Brazil](#) - Andy Oram
- [Producing Open Source Software](#) - Karl Fogel
- [The Architecture of Open Source Applications: Vol. 1: Elegance, Evolution, and a Few Fearless Hacks; Vol. 2: Structure, Scale, and a Few More Fearless Hacks](#)
- [The Art of Community](#) - Jono Bacon (PDF)
- [The Cathedral and the Bazaar](#) - Eric S. Raymond
- [The Future of the Internet](#) - Jonathan Zittrain
- [The Open Source Way](#)
- [The Wealth of Networks: How Social Production Transforms Markets and Freedom](#) - Yochai Benkler

Operating Systems

- [A short introduction to operating systems \(2001\)](#) - Mark Burgess (PDF)
- [Computer Science from the Bottom Up](#)
- [How to Make a Computer Operating System](#) (🚧 *in process*)
- [How to write a simple operating system in assembly language](#) - Mike Saunders (HTML)
- [Operating Systems and Middleware](#) (PDF and LaTeX)
- [Operating Systems: Three Easy Pieces](#) (PDF)
- [Practical File System Design: The Be File System](#) - Dominic Giampaolo (PDF)
- [Project Oberon: The Design of an Operating System, a Compiler, and a Computer](#) - Niklaus Wirth & Jürg Gutknecht (PDF)
- [The Art of Unix Programming](#) - Eric S. Raymond
- [The Design and Implementation of the Anykernel and Rump Kernels](#) - Antti Kantee
- [The little book about OS development](#) - Erik Helin, Adam Renberg
- [The Little Book of Semaphores](#) - Allen B. Downey
- [Think OS: A Brief Introduction to Operating Systems](#) - Allen B. Downey (PDF)
- [UNIX Application and System Programming, lecture notes](#) - Prof. Stewart Weiss (PDF)
- [Writing a Simple Operating System from Scratch](#) - Nick Blundell (PDF)
- [Xv6, a simple Unix-like teaching operating system](#)


Parallel Programming

- [High Performance Computing](#) - Charles Severance & Kevin Dowd (PDF, ePUB)
- [High Performance Computing Training](#) (LLNL materials)
- [High-Performance Scientific Computing](#) (class lectures and slides)
- [Introduction to High-Performance Scientific Computing](#) - Victor Eijkhout
- [Introduction to Parallel Computing](#) - Blaise Barney
- [Is Parallel Programming Hard, And, If So, What Can You Do About It?](#) - Paul E. McKenney
- [Programming on Parallel Machines; GPU, Multicore, Clusters and More](#) - Norm Matloff Kerridge (PDF) (email address *requested*, not required)
- [The OpenCL Programming Book](#)
- [Using Concurrency and Parallelism Effectively – I](#) - Jon Kerridge (PDF) (email address *requested*, not required)
- [Using Concurrency and Parallelism Effectively – II](#) - Jon

Partial Evaluation

- [Partial Evaluation and Automatic Program Generation](#) - (PDF) Jones, Gomard and Sestoft

Professional Development

- [Clean Code Developer: An initiative for more professionalism in software development](#) ( *in process*)
- [Confessions of an IT Manager](#) - Phil Factor (PDF)
- [Don't Just Roll the Dice](#) - Neil Davidson (PDF)
- [How to Do What You Love & Earn What You're Worth as a Programmer](#) - Reginald Braithwaite
- [Professional Software Development For Students](#) - Mike G. Miller
- [What I've Learned From Failure](#) - Reginald Braithwaite

Programming Paradigms

- [Flow based Programming](#) - J Paul Morrison
- [Introduction to Functional Programming](#) - J. Harrison
- [Mostly Adequate Guide to Functional Programming](#)
- [Type Theory and Functional Programming](#)

Regular Expressions

- [Regular Expressions for Regular Folk](#) - Shreyas Minocha
- [RexEgg](#)

- [The 30 Minute Regex Tutorial](#) - Jim Hollenhorst
- [The Bastards Book of Regular Expressions: Finding Patterns in Everyday Text](#) - Dan Nguyen (*Leanpub account or valid email requested*)

Reverse Engineering

- [BIOS Disassembly Ninjutsu Uncovered 1st Edition](#) - Darmawan Salihun (PDF)
- [Hacking the Xbox: An Introduction to Reverse Engineering](#) - Andrew "bunnie" Huang
- [iOS App Reverse Engineering](#) (PDF)
- [Reverse Engineering for Beginners](#) - Dennis Yurichev (PDF)

Security

- [A Graduate Course in Applied Cryptography](#)
- [Crypto 101](#) - Crypto for everyone
- [CryptoParty Handbook](#)
- [Handbook of Applied Cryptography](#)
- [How to deal with Passwords](#)
- [Intrusion Detection Systems with Snort](#) (PDF)
- [OpenSSL Cookbook](#)
- [OWASP Mobile Security Testing Guide](#) - Bernhard Mueller et al.
- [OWASP Testing Guide 4.0](#) (PDF)
- [OWASP Top 10 for .NET Developers](#)
- [Security Engineering](#)

Software Architecture

- [Agile Planning: From Ideas to Story Cards](#) - Launch School
- [Architectural Styles and the Design of Network-based Software Architectures](#) - Roy Thomas Fielding
- [Best Kept Secrets of Peer Code Review](#)
- [Data-Oriented Design](#)
- [Developing Reactive Microservices](#) (email address *requested*, not required)
- [Domain Driven Design Quickly](#)
- [DSL Engineering: Designing, Implementing and Using Domain-Specific Languages](#) - Markus Voelter
- [Exploring CQRS and Event Sourcing](#) - (EPUB, PDF)
- [Guide to the Software Engineering Body of Knowledge](#) (email address *requested*)
- [How to Design Programs](#)
- [How to Write Unmaintainable Code](#)
- [Kanban and Scrum](#) - making the most of both

- [Kanban for skeptics](#) - Nick Oostvogels (*Leanpub account or valid email requested*)
- [Microservices AntiPatterns and Pitfalls](#) (PDF)
- [Microservices vs. Service-Oriented Architecture](#) (PDF)
- [Migrating to Cloud-Native Application Architectures](#) (email address requested) (PDF)
- [Naked objects](#) - Richard Pawson (PDF)
- [OAuth - The Big Picture](#) (email address requested)
- [Object-Oriented Reengineering Patterns](#) - S. Demeyer, S. Ducasse and O. Nierstrasz
- [Practicing Domain-Driven Design - Part 1](#) - Scott Millett (*Leanpub account or valid email requested*)
- [Reactive Microservices Architecture](#) (email address requested)
- [Reactive Microsystems: The Evolution of Microservices at Scale](#) (email address requested)
- [Scrum and XP from the Trenches](#)
- [Serverless apps: Architecture, patterns, and Azure implementation](#)
- [Serverless Design Patterns and Best Practices](#) - Brian Zambrano (Packt account required)
- [Site Reliability Engineering](#)
- [Software Architecture Patterns](#) (email address requested, not required)
- [Software Engineering for Internet Applications](#)
- [Test Driven Development, Extensive Tutorial](#) - Grzegorz Gałęzowski
- [Web API Design](#) - Brian Mulloy (PDF)
- [Working with Web APIs](#) - Launch School
- [Your API Is Bad](#) - Paddy Foran

Standards


- [Linux Standard Base](#)
- [UNIX - The POSIX Standard - IEEE Std 1003.1](#)

Theoretical Computer Science

- [Building Blocks for Theoretical Computer Science](#) - Margaret M. Fleck
- [Category Theory for Computing Science](#) (PDF)
- [Category Theory for Programmers](#) - Bartosz Milewski (PDF)
- [Homotopy Type Theory: Univalent Foundations of Mathematics](#) (PDF)
- [Introduction to Computer Science](#) - Prof. Subhashis Banerjee, IIT Delhi
- [Introduction to Computing](#)
- [Introduction to Theory of Computation](#) - Anil Maheshwari and Michiel Smid (PDF)
- [Models of Computation](#) - John E. Savage

- [Practical Foundations for Programming Languages, Preview](#) - Robert Harper (PDF)
- [Principles of Programming Languages](#) - Scott F. Smith
- [Programming and Programming Languages](#) - Shriram Krishnamurthi
- [Programming in Martin-Löf's Type Theory](#) - Bengt Nordstroem
- [Programming Languages: Application and Interpretation \(2nd Edition\)](#) - Shriram Krishnamurthi
- [Programming Languages: Theory and Practice](#) - Robert Harper (PDF)
- [Semantics with Applications: A Formal Introduction](#) - Hanne Riis Nielson, Flemming Nielson (PDF)
- [Structure and Interpretation of Computer Programs](#)
- [Structure and Interpretation of Computer Programs](#)
- [The Black Art of Programming](#) - Mark McIlroy
- [The Craft of Programming](#) - John C. Reynolds
- [Think Complexity](#) - Allen B. Downey

Web Performance

- [Book of Speed](#) - Stoyan Stefanov
- [Designing for Performance](#) - Lara Hogan
- [High Performance Accelerated Websites](#) - Anshul (HTML) ( in process)
- [High Performance Browser Networking](#) - Ilya Grigorik
- [Mature Optimization](#) - Carlos Bueno (PDF)

ABAP

- [SAP Code Style Guides - Clean ABAP](#)

Ada

- [A Guide to Ada for C and C++ Programmers](#) (PDF)
- [Ada Distilled](#) (PDF)
- [Ada for the C++ or Java Developer](#) - Quentin Ochem (PDF)
- [Ada Programming](#) - Wikibooks
- [Ada Reference Manual - ISO/IEC 8652:2012\(E\) Language and Standard Libraries](#) (PDF)
- [Introduction To Ada](#)
- [Introduction To SPARK](#)
- [SPARK for the MISRA-C Developer](#) - Yannick Moy (PDF)
- [The Big Online Book of Linux Ada Programming](#)

Agda

- [Agda Tutorial](#)
- [Programming Language Foundations in Agda](#) - Philip Wadler and

Alef

- [Alef Language Reference Manual](#)

Android

- [Android 4 App Development Essentials](#)
- [Android Notes \(PDF\)](#)
- [Android Programming Succinctly, Syncfusion \(PDF, Kindle\)](#) (email address *requested*, not required)
- [CodePath Android Cliffnotes](#)
- [Coreservlets Android Programming Tutorial](#)
- [Expert Android and Eclipse development knowledge](#)
- [Google Android Developer Training](#)
- [Styling Android](#)
- [The Busy Coder's Guide to Android Development \(PDF - older versions\)](#)
- [Tutorial Point Android Tutorial \(PDF\)](#)

APL

- [A Practical Introduction to APL1 & APL2](#) - Graeme Donald Robertson (PDF)
- [A Practical Introduction to APL3 & APL4](#) - Graeme Donald Robertson (PDF)
- [Mastering Dyalog APL \(PDF\)](#)

Arduino

- [Arduino Programming Notebook](#) - Brian Evans
- [Introduction to Arduino](#)
- [Introduction to Arduino : A piece of cake!](#) - Alan G. Smith

ASP.NET

- [ASP.NET Core 2 Succinctly](#) - Simone Chiaretta, Ugo Lattanzi
- [ASP.NET MVC Music Store](#)
- [ASP.NET WebHooks Succinctly](#) - Gaurav Arora

Assembly Language

- [An introduction to reverse engineering for beginners](#) - Dennis Yurichev (PDF)

- [Assembly Language Succinctly](#) (PDF)
- [PC Assembly Language](#) - P. A. Carter
- [Professional Assembly Language](#) (PDF)
- [Programming from the Ground Up](#) - Jonathan Bartlett (PDF)
- [Ralf Brown's Interrupt List](#)
- [Software optimization resources](#) - A. Fog
- [x86-64 Assembly Language Programming with Ubuntu](#) - Ed Jorgensen (PDF)
- [x86 Assembly](#) - Wikibooks

Non-X86

- [Easy 6502](#) - Nick Morgan
- [Machine Code for Beginners \[Z80 and 6502 CPUs\]](#) - Lisa Watts and Mike Wharton (PDF) (*Scroll to bottom and click on book cover*)
- [Machine Language for Beginners](#) - Richard Mansfield [6502 CPU]
- [Programmed Introduction to MIPS Assembly Language](#)
- [The Second Book of Machine Language](#)

AutoHotkey

- [AHKbook](#) - the book for AutoHotkey
- [AutoHotkey Official Documentation](#) (CHM)

Autotools

- [Autotools Mythbuster](#)
- [GNU Autoconf, Automake and Libtool](#)

Awk

- [A User's Guide for GNU AWK](#)
- [An Awk Primer](#) - Wikibooks
- [Awk](#) - Bruce Barnett

Bash

- [Advanced Bash-Scripting Guide](#) - M. Cooper (HTML)
- [Bash Guide for Beginners \(2008\)](#) - M. Garrels (HTML)
- [Bash Notes](#) (PDF)
- [Bash Notes for Professionals](#) - Compiled from StackOverflow documentation (3.x) (PDF)
- [BASH Programming \(2000\)](#) - Mike G. (HTML)
- [Bash Reference Manual](#) (HTML)
- [Bash tutorial](#) - Anthony Scemama (PDF)

- [BashGuide](#) - Maarten Billemont (HTML) ([PDF](#))
- [Conquering the Command Line](#) - Mark Bates (HTML)
- [Getting Started with BASH](#) (HTML)
- [Google Shell Style Guide](#) - Paul Armstrong (HTML)
- [Introduction to the Command Line](#) - Launch School (HTML)
- [Linux Fundamentals](#) - Paul Cobbaut (PDF)
- [Linux Shell Scripting Tutorial - A Beginner's Handbook \(2002\)](#) - Vivek G. Gite (HTML)
- [Linux Shell Scripting Tutorial \(LSST\) v2.0](#) - Vivek Gite (HTML)
- [Slackbook \(2005\)](#) - Alan Hicks, Chris Lumens, David Cantrell and Logan Johnson (HTML, DocBook, Postscript, PDF)
- [The Bash Academy](#) - Maarten Billemont (HTML)
- [The Linux Command Line](#) - William E. Shotts, Jr. (PDF)
- [Writing Shell Scripts](#) - William E. Shotts, Jr. (HTML)

Basic

- [10 PRINT CHR\\$\(205.5+RND\(1\)\); : GOTO 10](#) - Nick Montfort, Patsy Baudoin, John Bell, Ian Bogost, Jeremy Douglass, Mark C. Marino, Michael Mateas, Casey Reas, Mark Sample, Noah Vawter
- [A beginner's guide to Gambas](#) - John W. Rittinghouse (PDF)
- [Pick/Basic: A Programmer's Guide](#) - Jonathan E. Sisk
- [Visual Basic Essentials](#)

BETA

- [Object-Oriented Programming in the BETA Programming Language](#) - Ole Lehrmann Madsen, Birger Møller-Pedersen, Kristen Nygaard

C

- [256-Color VGA Programming in C](#) - David Brackeen
- [A Tutorial on Pointers and Arrays in C](#) - Ted Jensen (PDF)
- [An Introduction to C & GUI Programming](#) - Simon Long (PDF)
- [Bare-metal programming for ARM](#) - Daniels Umanovskis ([PDF](#))
- [Beej's Guide to C Programming](#) - B. Hall
- [Beej's Guide to Network Programming - Using Internet Sockets](#) - B. Hall
- [Build Your Own Lisp](#) - Daniel Holden
- [C Elements of Style](#) - Steve Oualline
- [C for Python Programmers](#) - Carl Burch
- [C Notes](#) (PDF)
- [C Programming](#) - Wikibooks
- [C Programming Boot Camp](#) - Paul Gribble
- [Deep C](#)
- [Essential C](#) (PDF)
- [Everything you need to know about pointers in C](#) - Peter Hosey

- [Functional C \(1997\)](#) - Pieter H. Hartel, Henk Muller (PDF)
- [Learn to Code With C - The MagPi Essentials](#) (PDF)
- [Modeling with Data](#) - Ben Klemens (PDF)
- [Modern C](#) - Jens Gustedt (PDF)
- [Object-Oriented Programming With ANSI-C](#) (PDF)
- [Programming in C](#) - Bharat Kinariwala & Tep Dobry
- [The C book](#)
- [The Craft of Text Editing or A Cookbook for an Emacs](#) - Craig A. Finseth
- [The Current C Programming Language Standard – ISO/IEC 9899:202x \(C2x\)](#) - Open Standards Org - www.open-std.org (PDF)
- [The GNU C Programming Tutorial](#) (PDF)
- [The little book about OS development](#) - Erik Helin, Adam Renberg
- [The New C Standard - An Economic and Cultural commentary \(2009\)](#) - Derek M. Jones (PDF)
- [TONC GBA Programming - Game Boy Advance Development](#)

C Sharp

- [C# Essentials](#)
- [C# Notes](#) (PDF)
- [C# Notes for Professionals](#) - Compiled from StackOverflow documentation (3.x)
- [C# Programming](#) - Wikibooks
- [C# Tips](#) - Jason Roberts (*Leanpub account or valid email requested*)
- [C# Yellow Book](#) (intro to programming)
- [Creating Mobile Apps with Xamarin.Forms C#](#)
- [Daily Design Patterns](#) - Matthew P Jones (PDF)
- [Data Structures and Algorithms with Object-Oriented Design Patterns in C#](#) - Bruno Preiss
- [Dissecting a C# Application](#) - Christian Holm, Bernhard Spuida, Mike Kruger
- [Fundamentals of Computer Programming with C#](#) - Svetlin Nakov
- [High level asynchronous programming with Reactive Extensions](#) - Emil Petro
- [Introduction to Rx](#)
- [Mastering Xamarin UI Development, Second Edition](#) - Steven F. Daniel (*Packt account requested*)
- [Object Oriented Programming using C#](#) - Simon Kendal, Bookboon. (email address *requested*, not required)
- [Threading in C#](#)
- [Xamarin.Forms for macOS Succinctly](#) - Alessandro Del Sole
- [Xamarin.Forms Succinctly](#) - Alessandro Del Sole

C++

- [C++ Annotations](#)
- [C++ Core Guidelines](#) - Editors: Bjarne Stroustrup, Herb Sutter

- [C++ GUI Programming With Qt 3](#)
- [C++ Language](#)
- [C++ Notes \(PDF\)](#)
- [C++ Succinctly, Syncfusion \(PDF, Kindle\)](#) (email address *requested*, not required)
- [C++ Tricks](#)
- [CS106X Programming Abstractions in C++](#)
- [Elements of Programming](#) - Alexander Stepanov and Paul McJones - (PDF)
- [Financial Numerical Recipes in C++](#) - Bernt Arne Ødegaard
- [Game Programming Patterns](#)
- [Google's C++ Style Guide](#)
- [Hands-On System Programming with C++](#) - Dr. Rian Quinn (Packt account *required*)
- [How to make an Operating System](#) - Samy Pesse
- [How To Think Like a Computer Scientist: C++ Version](#) - Allen B. Downey
- [Introduction to Design Patterns in C++ with Qt \(PDF\)](#)
- [Joint Strike Fighter, C++ Coding Standards](#), by Bjarne Stroustrup (PDF)
- [Learn C++. \(Online\)](#)
- [Matters Computational: Ideas, Algorithms, Source Code](#), by Jorg Arndt (PDF)
- [Open Data Structures \(In C++\) \(PDF\)](#)
- [Software Design Using C++](#) - Br. David Carlson and Br. Isidore Miner
- [Software optimization resources by Agner Fog](#)
- [The Boost C++ libraries](#)
- [The Rook's Guide to C++ \(PDF\)](#)
- [The Ultimate Question of Programming, Refactoring, and Everything](#)
- [Thinking in C++, Second Edition, Vol. 1.](#) - Bruce Eckel (Vol. 2)

Chapel

- [Chapel Tutorial](#)
- [Chapel Tutorial for Programmers](#)

Cilk

- [Cilk 5.4.6 Reference Manual \(PDF\)](#)

Clojure

- [A Brief Beginner's Guide To Clojure](#)
- [Clojure - Functional Programming for the JVM](#) - R. Mark Volkmann
- [Clojure by Example](#) - Hirokuni Kim

- [Clojure Cheat Sheet](#)
- [Clojure community-driven documentation](#)
- [Clojure Cookbook](#)
- [Clojure Distilled Beginner Guide](#)
- [Clojure for the Brave and True](#)
- [Clojure in Small Pieces](#) - Rich Hickey (PDF)
- [Clojure Koans](#)
- [Clojure Programming](#) - Wikibooks
- [ClojureScript Koans](#)
- [ClojureScript Unraveled](#) (HTML)
- [Data Sorcery with Clojure](#)
- [Modern cljs](#)
- [SICP Distilled](#) - An idiosyncratic tour of SICP in Clojure
- [The Clojure Style Guide](#)

COBOL

- [COBOL Programming Fundamental](#) (PDF)
- [Enterprise COBOL for z/OS documentation library](#)
- [Introduction to the COBOL Language](#)
- [OpenCOBOL 1.1 - Programmer's Guide](#) (PDF)

CoffeeScript

- [CoffeeScript Cookbook](#)
- [CoffeeScript Ristretto](#) - Reginald Braithwaite (*Leanpub account or valid email requested*)
- [Smooth CoffeeScript](#)
- [The Little Book on CoffeeScript](#)

ColdFusion

- [CFML In 100 Minutes](#) - J. Casimir
- [Learn CF in a Week](#)

Component Pascal

- [Computing Fundamentals](#) - Stan Warford (PDF)

Cool

- [CoolAid: The Cool 2013 Reference Manual](#) (PDF)

Coq

- [Certified Programming with Dependent Types](#)
- [Software Foundations](#)

Crystal

- [Crystal for Rubyists](#)

CUDA

- [CUDA C Best Practices Guide \(PDF\)](#)
- [CUDA C Programming Guide \(PDF\)](#)
- [OpenCL Programming Guide for CUDA Architecture \(PDF\)](#)

D

- [D Templates Tutorial](#)
- [Programming in D](#)

Dart

- [Learning Dart \(PDF\)](#)

DB2

- [Getting started with DB2 Express-C \(PDF\)](#)
- [Getting started with IBM Data Studio for DB2 \(PDF\)](#)
- [Getting started with IBM DB2 development \(PDF\)](#)

Delphi / Pascal

- [Essential Pascal Version 1 and 2](#) - M. Cantù
- [Expert Delphi](#) - Paweł Głowacki (Packt account *required*)

DTrace

- [IllumOS Dynamic Tracing Guide](#)


Elasticsearch

- [Elasticsearch: The Definitive Guide \(fork it on GH\)](#)
- [Exploring Elasticsearch](#)

Eiffel

- [A Functional Pattern System for Object-Oriented Design](#) - Thomas Kuhne (PDF)

Elixir

- [30 Days of Elixir](#) - Tim Morgan (HTML)
- [Elixir School](#) (HTML)
- [Elixir Succinctly, Syncfusion](#) (PDF, Kindle) (email address requested, not required)
- [Getting Started Guide](#) (HTML) (PDF, MOBI, EPUB)
- [Joy of Elixir](#) - Ryan Bigg (HTML) - [Source](#) ( *in process*)
- [Learning Elixir](#) - Joseph Kain Blog (HTML)
- [The Ultimate Guide To Elixir For Object-Oriented Programmers](#) - Bruce Park (HTML)

Ecto

- [Ecto Getting Started Guide](#) (HTML)

Phoenix

- [Phoenix v1.3.0 Guide](#) (HTML)
- [Versioned APIs with Phoenix](#) - Elvio Vicoso (PDF)

Emacs

- [An Introduction to Programming in Emacs Lisp, 3rd Edition](#)
- [GNU Emacs Lisp Reference Manual](#)
- [GNU Emacs Manual](#) (PDF)

Embedded Systems

- [Control and Embedded Systems](#) (HTML)
- [Discovering the STM32 Microcontroller](#) (PDF)
- [Introduction to Embedded Systems, Second Edition](#) - Edward Ashford Lee, Sanjit Arunkumar Seshia (PDF)
- [Introduction to Microcontrollers](#) (HTML)

Erlang

- [Concurrent Programming in ERLANG](#) (PDF)
- [Erlang Handbook](#) (PDF)

- [Erlang Programming](#) - Wikibooks (HTML)
- [Getting Started with Erlang User's Guide](#) (HTML)
- [Learn You Some Erlang For Great Good](#) - Frederic Trottier-Hebert
- [Making reliable distributed systems in the presence of software errors](#) - Joe Armstrong (PDF)
- [Stuff Goes Bad: Erlang in Anger](#) - Fred Herbert (PDF)

ESP8266

- [Kolban's book on the ESP32 & ESP8266](#) (*Leanpub account or valid email requested*)

F Sharp

- [Analyzing and Visualizing Data with F#](#) (PDF)
- [F# for fun and profit](#) (ePub)
- [F# Programming](#) - Wikibooks
- [F# Succinctly, SyncFusion](#) (PDF, Kindle) (email address *requested*, not required)
- [Functional Programming Textbook](#) - Yusuf M Motara (PDF)
- [Programming Language Concepts for Software Developers](#)

Firefox OS

- [Quick Guide For Firefox OS App Development: Creating HTML5 based apps for Firefox OS](#) - Andre Garzia

Flutter

- [Cookbook](#)
- [Flutter Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [Flutter Tutorials Handbook](#)

Force.com

- [Apex Workbook](#) (PDF)
- [Developer Workbooks](#)
- [Force.com Fundamentals](#) (PDF)
- [Force.com Platform Fundamentals: An Introduction to Custom Application Development in the Cloud](#)
- [Force.com Workbook](#) (PDF)
- [Heroku Postgres](#) (PDF)
- [Heroku Workbook](#) (PDF)
- [Integration Workbook](#) (PDF)
- [Salesforce1 Mobile App Workbook](#) (PDF)

- [Visualforce Workbook](#) (PDF)

Forth

- [A Beginner's Guide to Forth](#) - J.V. Noble
- [And so Forth...](#) (PDF)
- [Programming Forth](#) (PDF)
- [Starting Forth](#)
- [Thinking Forth](#)
- [Thoughtful Programming and Forth](#)

Fortran

- [Introduction to fortran 95 and numerical computing: a jump-start for scientists and engineers](#) (PDF)
- [Self Study Guide: Programming in Fortran 95](#) (PDF)

FreeBSD

- [Books and Articles from FreeBSD Site](#)
- [The Complete FreeBSD](#)
- [Using C on the UNIX System](#) - David A. Curry

Git

- [A Visual Git Reference](#) - Mark Lodato
- [Conversational Git](#)
- [git - the simple guide](#)
- [Git for Computer Scientists](#)
- [Git From The Bottom Up](#) - J. Wiegley
- [Git Immersion](#)
- [Git In The Trenches](#)
- [Git internals](#) - Scott Chacon (PDF)
- [Git Magic](#)
- [Git Pocket Guide](#) - Richard E. Silverman
- [Git Reference](#)
- [Git Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [Git Workflows](#)
- [GitHub Cheat Sheet](#) - Tim Green (Markdown)
- [How to Collaborate on Github](#) - André J
- [Intoduction to Git and Github](#) - Launch School
- [Intoduction to Git and Github - Tutorial](#) - Dr. Chris Bourke (PDF)
- [Learn Git - Learn Version Control with Git](#) - Tobias Günther
- [Pro Git](#) - Scott Chacon
- [Pro Git Reedited](#) - Jon Forrest

- [Ry's Git Tutorial](#) - Ryan Hodson
- [Think Like \(a\) Git: A Guide for the Perplexed](#)

Go

- [An Introduction to Programming in Go](#)
- [Build Web Application with Golang](#)
- [Building Web Apps with Go](#)
- [Effective Go](#)
- [Go 101](#) - @TapirLiu
- [Go Bootcamp](#) - Matt Aimonetti
- [Go by Example](#)
- [Go for Javascript Developers](#)
- [Learn Go with Tests](#)
- [Learning Go](#)
- [Let's learn Go!](#)
- [Practical Cryptography With Go](#) - Kyle Isom
- [The Go Tutorial](#)
- [The Little Go Book](#)
- [Web apps in Go, the anti textbook](#)

Groovy

Gradle

- [Building Java Projects with Gradle](#)
- [Gradle Succinctly](#) - José Roberto Olivas Mendoza
- [Gradle User Guide](#) - Hans Dockter, Adam Murdoch ([PDF](#))

Grails

- [Getting Started with Grails](#)
- [Grails Tutorial for Beginners](#)
- [The Grails Framework - Reference Documentation](#) - Graeme Rocher, Peter Ledbrook, Marc Palmer, Jeff Brown, Luke Daley, Burt Beckwith, Lari Hotari ([PDF](#))

Spock Framework

- [Spock Framework Reference Documentation](#) - Peter Niederwieser

Hack

- [Hack Documentation](#)

Hadoop

- [Big Data Analytics with Hadoop 3](#) - Sridhar Alla (Packt account *required*)
- [Cloudera Impala](#) - John Russel (PDF)
- [Data-Intensive Text Processing with MapReduce](#) (Jimmy Lin and Chris Dyer) (PDF)
- [Hadoop for Windows Succinctly](#) - Dave Vickers
- [Hadoop Illuminated](#) - Mark Kerzner & Sujee Maniyam

Haskell

- [A Gentle Introduction to Haskell](#)
- [Anatomy of Programming Languages](#) - William R. Cook
- [Beautiful Code, Compelling Evidence](#) - J.R. Heard (PDF)
- [Exploring Generic Haskell](#) - Andres Löh (PDF)
- [Happy Learn Haskell Tutorial](#)
- [Haskell](#) - Wikibooks
- [Haskell and Yesod](#)
- [Haskell no panic](#)
- [Haskell web Programming](#) (Yesod tutorial)
- [Learn Haskell Fast and Hard](#)
- [Learn You a Haskell for Great Good](#) - Miran Lipovaca
- [Parallel and Concurrent Programming in Haskell](#) - Simon Marlow
- [Real World Haskell](#)
- [Speeding Through Haskell](#)
- [Wise Man's Haskell](#) - Andre Popovitch
- [Yet Another Haskell Tutorial](#) (PDF)

Haxe

- [Flambe Handbook](#)
- [Haxe and JavaScript](#) - Matthijs Kamstra (wikibook)
- [Haxe Manual](#) - Haxe Foundation (PDF, HTML)
- [HaxeFlixel Handbook](#) (HTML)
- [Kha Handbook](#)

HTML / CSS

- [A beginner's guide to HTML&CSS](#)
- [A free guide to learn HTML and CSS](#)
- [Adaptive Web Design](#) - Aaron Gustafson
- [An advanced guide to HTML&CSS](#)
- [Canvassing](#)

- [Code Guide: Standards for developing flexible, durable, and sustainable HTML and CSS](#) - Mark Otto
- [CSS Animation 101](#)
- [Dive Into HTML5](#) - Mark Pilgrim (PDF)
- [GA Dash](#)
- [Google's HTML/CSS Style Guide](#)
- [How to Code in HTML5 and CSS3](#) - Damian Wielgosik (PDF)
- [HTML Canvas Deep Dive](#) - Josh Marinacci
- [HTML Dog Tutorials](#)
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- [HTML5 for Publishers](#) - Sanders Kleinfeld
- [HTML5 For Web Designers](#) - Jeremy Keith
- [HTML5 Notes for Professionals](#) - Compiled from StackOverflow documentation (3.x)
- [HTML5 Shoot 'em Up in an Afternoon](#) - Bryan Bibat
- [Learn CSS Layout](#)
- [Learn CSS Layout the pedantic way](#)
- [Learn to Code HTML & CSS](#) - Shay Howe
- [MaintainableCSS](#)
- [Pro HTML5 Programming](#) - Jen Simmons, Chris O'Connor, Dylan Wooters, Peter Lubbers
- [Scalable and Modular Architecture for CSS](#) - Jonathan Snook
- [Understanding Flexbox: Everything you need to know](#) - Ohans Emmanuel
- [W3.CSS Succinctly](#) - Joseph D. Booth
- [Web Audio API](#) - Boris Smus

Bootstrap

- [Twitter Bootstrap 3 Succinctly](#) - Peter Shaw
- [Twitter Bootstrap 4 Succinctly](#) - Peter Shaw
- [Twitter Bootstrap Succinctly](#) - Peter Shaw

HTTP

- [Introduction to HTTP](#) - Launch School

Idris

- [Gentle Introduction to Dependent Types with Idris](#) - Boro Sitnikovski (*Leanpub account or valid email requested*)

Icon

- [The Implementation of the Icon Programming Language](#)

iOS

- [Cocoa Dev Central](#)
- [iOS 8 App Development Essentials](#)
- [iOS Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [NSHipster](#) (Resource)
- [Start Developing iOS Apps \(Swift\)](#) (HTML)
- [Start Developing iOS Apps Today \(Objective-C\)](#) - Last updated 22.10.2013 (PDF)

IoT

- [IoT in five days- V1.1](#) (PDF, EPUB)
- [Mastering Internet of Things](#) - Peter Waher (Packt account *required*)

Isabelle/HOL

- [Concrete Semantics - A Proof Assistant Approach](#) by Tobias Nipkow and Gerwin Klein (PDF)
- [Isabelle/HOL - A Proof Assistant for Higher-Order Logic](#) by Tobias Nipkow and Lawrence C. Paulson and Markus Wenzel (PDF)

J

- [Arithmetic](#) by Kenneth E Iverson (PDF)
- [Brief Reference](#) by Chris Burke and Clifford Reiter (PDF)
- [Calculus](#) by Kenneth E Iverson (PDF)
- [Computers and Mathematical Notation](#) by Kenneth E Iverson
- [Concrete Math Companion](#) by Kenneth E Iverson (PDF)
- [Easy J](#) by Linda Alvord, Norman Thomson (PDF) (Word DOC)
- [Exploring Math](#) by Kenneth E Iverson (PDF)
- [J for C Programmers](#) by Henry Rich
- [J Primer](#)
- [Learning J](#) by Roger Stokes- online
- [Math for the Layman](#) by Kenneth E Iverson (zipped html+images)

Java

- [3D Programming in Java](#) - Daniel Selman (PDF)
- [Apache Jakarta Commons: Reusable Java Components](#) - Will Iverson (PDF)
- [Artificial Intelligence - Foundations of Computational Agents, Second Edition](#) - David L. Poole and Alan K. Mackworth
- [Category wise tutorials - J2EE](#) - Yong Mook Kim
- [Core Servlets and JavaServer Pages, 2nd Ed. \(2003\)](#) - Marty Hall and Larry Brown

- [Data Structures in Java for the Principled Programmer \(2007\)](#) - Duane A. Bailey (PDF)
- [Google's Java Style Guide](#)
- [Introduction to Computer Science "booksite"](#) - by Robert Sedgewick and Kevin Wayne (HTML)
- [Introduction to Computer science using Java](#) - Bradley Kjell
- [Introduction to Programming in Java](#) - Robert Sedgewick and Kevin Wayne
- [Introduction to Programming Using Java](#) - David J. Eck
- [Java Application Development on Linux \(2005\)](#) - Carl Albing and Michael Schwarz (PDF)
- [Java, Java, Java Object-Oriented Problem Solving](#) - R. Morelli and R. Walde
- [Java Language and Virtual Machine Specifications](#) - James Gosling, et al
- [Java Notes for Professionals](#) - Compiled from StackOverflow documentation (3.x)
- [Java Programming for Kids](#) - Yakov Fain
- [Java Projects, Second Edition](#) - Peter Verhas (Packt account *required*)
- [Microservices Best Practices for Java](#) (PDF)
- [Object-Oriented Programming in Java™ Textbook](#) - Rick Halterman (PDF per Chapter)
- [Object Oriented Programming using Java](#) - Simon Kendal (PDF) , Bookboon. (email address *requested*, not required)
- [OOP - Learn Object Oriented Thinking & Programming](#) - Rudolf Pecinovsky (PDF)
- [Open Data Structures \(in Java\)](#) - Pat Morin (PDF)
- [Playing with Java Microservices on Kubernetes and OpenShift](#) - Nebrass Lamouchi (*Leanpub account or valid email requested*)
- [Processing XML with Java \(A Guide to SAX, DOM, JDOM, JAXP, and TrAX\) \(2002\)](#) - Elliotte Rusty Harold
- [The ABC of PDF with iText: PDF Syntax essentials](#) - Bruno Lowagie (*Leanpub account or valid email requested*)
- [The Java EE6 Tutorial](#) (PDF)
- [The Java EE7 Tutorial](#) - Eric Jendrock, et al (PDF)
- [The Java Tutorials](#)
- [The Java Web Scraping Handbook](#) - Kevin Sahin (PDF, HTML)
- [Think Java: How to Think Like a Computer Scientist](#) - Allen B. Downey and Chris Mayfield
- [Welcome to Java for Python Programmers](#) - Brad Miller
- [Welcome to the Java Workshop \(2006\)](#) - Trevor Miller

Codename One

- [Codename One Developer Guide](#) (PDF)
- [Create an Uber Clone in 7 Days \(first 2 chapters\)](#) - Shai Almog (PDF)

JasperReports

- [The JasperReports Ultimate Guide, Third Edition \(PDF\)](#)

Spring

- [Building Applications with Spring 5 and Vue.js 2](#) - James J. Ye (Packt account *required*)
- [Software Architecture with Spring 5.0](#) - René Enríquez, Alberto Salazar (Packt account *required*)
- [Spring Framework Reference Documentation](#) - Rod Johnson et al.

Spring Boot

- [Spring Boot Reference Guide](#) - Phillip Webb et al. ([PDF](#))

Spring Data

- [Spring Data Reference](#) - Oliver Gierke, Thomas Darimont, Christoph Strobl, Mark Paluch, Jay Bryant

Spring Security

- [Spring Security Reference](#) - Ben Alex, Luke Taylor, Rob Winch

Wicket

- [Official Free Online Guide for Apache Wicket framework](#)

JavaScript

- [Basic JavaScript for the impatient programmer](#) - Dr. Axel Rauschmayer
- [Book of Modern Frontend Tooling](#)
- [Crockford's JavaScript](#) - Douglas Crockford
- [Dev Docs](#)
- [Directory of free Javascript ebooks](#)
- [Eloquent JavaScript 2nd edition](#) - Marijn Haverbeke
- [Exploring ES6](#) - Dr. Axel Rauschmayer
- [Google JavaScript Style Guide](#)
- [Human JavaScript](#)
- [JavaScript Allongé](#) - Reginald Braithwaite

- [JavaScript Bible \(PDF\)](#)
- [JavaScript Challenges Book](#)
- [JavaScript Enlightenment](#) - Cody Lindley
- [JavaScript ES6 and beyond](#) - Alberto Montalesi (PDF, epub)
- [JavaScript For Cats](#)
- [JavaScript Fundamentals, Plus a Dash Of JQuery](#) - for dinner ladies
- [JavaScript Garden](#) (Maintained by Tim Ruffles)
- [JavaScript Patterns Collection](#) - Shi Chuan
- [JavaScript Spessore](#) - Reginald Braithwaite
- [Javascript Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [JavaScript the Right Way](#)
- [jQuery Fundamentals](#) (starts with JavaScript basics)
- [JS Robots](#) (PDF)
- [Leaflet Tips and Tricks: Interactive Maps Made Easy](#) - Malcolm Maclean
- [Learn to Code JavaScript by Playing a Game](#)
- [Learning JavaScript Design Patterns](#) - Addy Osmani
- [Let's Learn ES6](#) - Ryan Christiani (Superbook format)
- [Managing Space and Time with JavaScript - Book 1: The Basics](#) - Noel Rappin
- [Marionette Exposé: Learn to write modular Javascript applications using Backbone Marionette and RequireJS/AMD](#) - Jack Killilea (*Leanpub account or valid email requested*)
- [Mozilla Developer Network's JavaScript Guide](#)
- [Neural Networks with JavaScript Succinctly](#) - James McCaffrey
- [Oh My JS](#) - Azat Mardanov
- [Patterns For Large-Scale JavaScript Application Architecture](#) - Addy Osmani
- [Programming JavaScript Applications](#)
- [Speaking JavaScript](#) - Dr. Axel Rauschmayer
- [The JavaScript Tutorial](#)
- [The JavaScript Way](#) - Baptiste Pesquet
- [The Problem with Native JavaScript APIs](#) (email address *requested*)
- [Understanding ECMAScript 6](#) - Nicholas C. Zakas
- [Understanding JavaScript OOP](#) (*Sorella*)
- [You Don't Know JS](#)

Angular.js

- [Angular for the jQuery developer](#)
- [Angular.js Guide](#)
- [Angular.js Material Designing](#)
- [Angular.js Tutorial](#)
- [AngularJS - Step by Logical Step](#)
- [AngularJS Succinctly](#) (PDF, Kindle) (email address *requested*, not required)
- [AngularJs vs EmberJs](#)

- [Practical Angular: Build your first web apps with Angular 8](#) - Ahmed Boucheфра (*Leanpub account or valid email requested*)
- [Seven-Part Introduction to Angular](#)
- [Unit Testing Best Practices in AngularJS](#)

Aurelia

- [Beginning Aurelia](#) - behzad (*Leanpub account or valid email requested*)

Backbone.js

- [A Complete guide for learning Backbone.js](#)
- [A pragmatic guide to Backbone.js apps](#)
- [Backbone Tutorials: Beginner, Intermediate and Advanced](#) - Thomas Davis (*Leanpub account or valid email requested*)
- [Backbonejs Tutorials](#)
- [Building Single Page Web Apps with Backbone.js](#) (🚧 in process)
- [Developing Backbone.js Applications](#)
- [Getting Started with Backbone.js](#)
- [How to share Backbone.js models with node.js](#)

Booty5.js

- [The Booty5 HTML5 Game Maker Manual](#)

D3.js

- [D3 Tips and Tricks](#) - Malcolm Maclean
- [Dashing D3.js Tutorial](#)
- [Interactive Data Visualization with D3](#)

Dojo

- [Dojo: The Definitive Guide](#) - Matthew A. Russell

Elm

- [An Introduction to Elm](#) (HTML)
- [Beginning Elm](#) - Pawan Poudel (HTML)
- [Building a Live-Validating Signup Form in Elm](#)
- [Elm Accelerated](#) - James Porter

- [Elm Programming Language \(HTML\)](#)
- [Elm Tutorial](#)
- [Learn You an Elm \(HTML\)](#)
- [The Elm Architecture](#)

Ember.js

- [AngularJs vs EmberJs](#)
- [DockYard Ember.js Style Guide](#)
- [Ember App with RailsApi](#)
- [Ember.js - Getting started](#)
- [Vic Ramon's Ember Tutorial](#)

Express.js

- [Express.js Guide](#) - Azat Mardanov

Ionic

- [Ionic 4 Succinctly](#) - Ed Freitas

jQuery

- [JavaScript Fundamentals, Plus a Dash Of JQuery](#) - for dinner ladies
- [jQuery Novice to Ninja](#) (PDF)
- [jQuery Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)

Meteor

- [BulletProof Meteor](#)
- [Your First Meteor Application, A Complete Beginner's Guide to the Meteor JavaScript Framework](#)

Node.js

- [An Introduction to libuv](#) - Nikhil Marathe (PDF - ePub)
- [Mixu's Node Book](#)
- [Node Documentation](#)
- [Node: Up and Running](#) - Tom Hughes-Croucher
- [Node.js Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)

- [The Node Beginner Book](#)

Om

- [Om Tutorial](#)

React

- [Free React on Rails course](#)
- [Full-Stack React Projects](#) - Shama Hoque (Packt account *required*)
- [Hacking with React](#)
- [Intro to the React Framework](#)
- [Learning React.js: Getting Started and Concepts](#)
- [React-Bits](#)
- [React Enlightenment](#)
- [React In-depth: An exploration of UI development](#)
- [React Primer Draft](#)
- [React Succinctly](#) - Samer Buna
- [React Tutorial](#)
- [React Tutorial by Josh Finnie](#)
 - [Part 1](#)
 - [Part 2](#)
 - [Part 3](#)
- [React with ASP.NET Core Tutorial](#)
- [React.js Tutorial: Now is Your Time to Try It, Right in Your Browser](#)
- [SurviveJS - Webpack and React](#)

React Native

- [Programming React Native](#) (*Leanpub account or valid email requested*)
- [React Native Animation Book](#)
- [React Native Express](#)
- [React Native Training](#)

Redux

- [Full-Stack Redux Tutorial](#)
- [SoundCloud Application in React + Redux](#)
- [The Complete Redux Book](#) - Boris Dinkevich and Ilya Gelman

(Leanpub account or valid email requested)

Vue.js

- [Learning Vue.js](#) (PDF)

Jenkins

- [Jenkins: The Definitive Guide](#) (PDF)

Julia

- [Introducing Julia](#) - Wikibooks
- [Julia by Example](#) - Samuel Colvin (GitHub repo)
- [Julia language: a concise tutorial](#) - Antonello Lobianco (GitBook)
- [Learn Julia in Y minutes](#) - Leah Hanson
- [Quantitative Economics with Julia](#) - Jesse Perla, Thomas J. Sargent and John Stachurski (PDF)
- [The Julia Express](#) - Bogumił Kamiński (PDF)
- [Think Julia](#) - Ben Lauwens and Allen Downey (GitBook)

Kotlin

- [Kotlin Notes for Professionals book](#) - Compiled from StackOverflow documentation
- [Kotlin Official Documentation](#)

LaTeX / TeX

LaTeX

- [Arbitrary LaTeX Reference](#)
- [Begin Latex in minutes](#)
- [LaTeX](#) - Wikibooks
- [The Not So Short Introduction to LaTeX](#) (PDF)

TeX

- [Notes On Programming in TeX](#) - Christian Feursänger (PDF)
- [TeX by Topic, A TeXnician's Reference](#) - Victor Eijkhout
- [TeX for the Impatient](#) - Paul Abrahams, Kathryn Hargreaves, and Karl Berry

Limbo

- [Inferno Programming With Limbo](#)

Linux

- [Ad Hoc Data Analysis From The Unix Command Line](#) - Wikibooks
- [Advanced Linux Programming](#) (PDF)
- [Automated Linux From Scratch](#)
- [Getting Started with Ubuntu](#)
- [GNU Autoconf, Automake and Libtool](#)
- [GTK+/Gnome Application Development](#)
- [Hardened Linux From Scratch](#)
- [Kali Linux 2018: Assuring Security by Penetration Testing, Fourth Edition](#) - Shiva V. N Parasram, Alex Samm, Damian Boodoo, Gerard Johansen, Lee Allen, Tedi Heriyanto, Shakeel Ali (Packt account *required*)
- [Kali Linux: Professional Penetration-Testing Distribution](#)
- [Learning Debian GNU/Linux](#)
- [Linux 101 Hacks](#) - Ramesh Natarajan (PDF)
- [Linux Administrator's Security Guide](#)
- [Linux Advanced Routing & Traffic Control HOWTO](#)
- [Linux Device Drivers, Third Edition](#) - Jonathan Corbet, Alessandro Rubini, and Greg Kroah-Hartman
- [Linux from Scratch](#)
- [Linux Inside](#)
- [Linux Kernel in a Nutshell](#)
- [Linux Newbie Administrator Guide](#)
- [Linux Security for Beginners](#)
- [Linux Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [OpenVZ Linux virtualization](#) (PDF)
- [Red Hat Enterprise Linux 6 Essentials](#)
- [Secure Programming HOWTO - Creating Secure Software](#) - D. A. Wheeler (HTML, PDF)
- [Ten Steps to Linux Survival: Bash for Windows People](#) - Jim Lehmer
- [The Debian Administrator's Handbook](#)
- [The Linux Command Line](#) (PDF)
- [The Linux Development Platform](#) (PDF)
- [The Linux Kernel Module Programming Guide](#)
- [The Linux System Administrator's Guide](#)
- [Ubuntu Pocket Guide and Reference](#)
- [Ubuntu Server Guide](#) (PDF)
- [Understanding the Linux Virtual Memory Manager](#) - Mel Gorman (HTML, PDF)
- [UNIX Systems Programming for SVR4](#) - David A. Curry
- [Upstart Intro, Cookbook and Best Practises](#)
- [What Every Programmer Should Know About Memory](#) (PDF)

Lisp

- [Basic Lisp Techniques](#) - David J. Cooper, Jr. (PDF)
- [Casting Spels in Lisp](#)
- [Common Lisp: A Gentle Introduction to Symbolic Computation](#) - David S. Touretzky (PDF, PS)
- [Common Lisp: An Interactive Approach](#) - Stuart C. Shapiro
- [Common Lisp Quick Reference](#)
- [Common Lisp the Language, 2nd Edition](#)
- [Google's Common Lisp Style Guide](#)
- [Interpreting LISP](#) - Gary D. Knott (PDF)
- [Learn Lisp The Hard Way](#) - Colin J.E. Lupton
- [Let Over Lambda - 50 Years of Lisp](#) - D. Hoyte
- [Lisp Hackers: Interviews with 100x More Productive Programmers](#) - Vsevolod Dyomkin
- [Lisp Koans](#)
- [Lisp Web Tales](#) - Pavel Penev (*Leanpub account or valid email requested*)
- [On Lisp](#) - P. Graham
- [Paradigms of Artificial Intelligence Programming: Case Studies in Common Lisp](#) - Peter Norvig (PDF, epub, markdown)
- [Practical Common Lisp](#) - P. Seibel
- [SOLID Design Principles in Common Lisp](#) - Momozor (PDF)
- [Successful Lisp: How to Understand and Use Common Lisp](#) - David Lamkins (PDF)
- [The Common Lisp Cookbook](#)
- [The Evolution of Lisp](#) - Guy L. Steele Jr., Richard P. Gabriel (PDF)

Livecode

- [LiveCode userguide](#) (PDF)

Lua

- [Lua 5.3 Reference Manual](#)
- [Lua Programming](#) - Wikibooks
- [Programming in Lua \(first edition\)](#)

Make

- [Managing Projects with GNU Make](#) - Robert Mecklenburg

Markdown

- [Learn Markdown](#) - Sammy P., Aaron O. (PDF) (EPUB) (MOBI)

Mathematica

- [Mathematica® programming: an advanced introduction by Leonid Shifrin](#)
- [Stephen Wolfram's The Mathematica Book](#)
- [Vector Math for 3d Computer Graphics](#)
- [Wolfram Mathematica Tutorial Collection](#)

MATLAB

- [An Interactive Introduction to MATLAB \(PDF\)](#)
- [An Introduction to MATLAB \(PDF\)](#)
- [Applications of MATLAB in Science and Engineering](#)
- [Experiments with MATLAB](#)
- [Freshman Engineering Problem Solving with MATLAB \(PDF\)](#)
- [Interactive Tutorials for MATLAB, Simulink, Signal Processing, Controls, and Computational Mathematics](#)
- [MATLAB - A Fundamental Tool for Scientific Computing and Engineering Applications - Volume 1](#)
- [MATLAB - A Ubiquitous Tool for the Practical Engineer](#)
- [MATLAB for Engineers: Applications in Control, Electrical Engineering, IT and Robotics](#)
- [MATLAB Programming - Wikibooks](#)
- [MATLAB Succinctly, Syncfusion \(PDF, Kindle\) \(email address requested, not required\)](#)
- [Numerical Computing with MATLAB](#)
- [Physical Modeling in MATLAB - Alan B. Downey](#)

Maven

- [Developing with Eclipse and Maven](#)
- [Maven by Example](#)
- [Maven: The Complete Reference](#)
- [Repository Management with Nexus](#)

Mercurial

- [HGInit - Mercurial Tutorial - Joel Spolsky](#)
- [Mercurial: The Definitive Guide](#)
- [Mercurial: The Definitive Guide 2nd edition \(source repository\) !\[\]\(223f1a84e0bc2cacb9c165f716817dcc_img.jpg\) *in process*](#)

Mercury

- [The Mercury Users' Guide \(PDF\)](#)

Modelica

- [Modelica by Example](#)

MySQL

- [MySQL Essentials](#)
- [MySQL Tutorial Excerpt \(PDF\)](#)

Neo4J

- [Graph Databases \(PDF\)](#)
- [Graph Databases 2nd edition](#) (*account required*)

.NET Framework

- [Akka.NET Succinctly](#) - Zoran Maksimovic
- [Application Security in .NET Succinctly](#) - Stan Drapkin
- [Clean Code .NET](#)
- [Cryptography in .NET Succinctly](#) - Dirk Strauss
- [Entity Framework](#)
- [Entity Framework Core Succinctly](#) - Ricardo Peres
- [Game Creation with XNA](#) - Wikibooks
- [Getting the Most from LINQPad Succinctly](#) - José Roberto Olivas Mendoza
- [MonoGame Succinctly](#) - Jim Perry
- [.NET for Visual FoxPro Developers](#)
- [.NET Performance Testing and Optimization - The Complete Guide](#) - Paul Glavich, Chris Farrell (PDF)
- [NuGet In-House Succinctly](#) - José Roberto Olivas Mendoza
- [Rider Succinctly](#) - Dmitri Nesteruk
- [Under the Hood of .NET Memory Management](#) - Chris Farrell, Nick Harrison (PDF)
- [Using .NET Core, Docker, and Kubernetes Succinctly](#) - Michele Aponte
- [Visual Studio .NET Tips and Tricks](#) (VS 2003-2005 only)
- [Visual Studio 2019 Succinctly](#) - Alessandro Del Sole

Nim

- [Nim Basics](#)

NoSQL

- [CouchDB: The Definitive Guide](#)
- [Extracting Data from NoSQL Databases: A Step towards Interactive](#)

[Visual Analysis of NoSQL Data](#) - Petter Nasholm (PDF)

- [Graph Databases](#)
- [MongoDB Koans](#)
- [MongoDB Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [NoSQL Databases](#) - Christof Strauch (PDF)
- [The Little MongoDB Book](#)
- [The Little Redis Book](#) - K. Seguin (PDF, Epub)

Oberon

- [Algorithms and Data-Structures](#) - Niklaus Wirth (PDF)
- [Object-Oriented Programming in Oberon-2](#) - Hanspeter Mössenböck (PDF)
- [Programming in Oberon](#) - Niklaus Wirth (PDF)

Objective-C

- [Google's Objective-C Style Guide](#)
- [Object-Oriented Programming with Objective-C](#)
- [Objective-C Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [Programming With Objective-C](#)

OCaml

- [Developing Applications With Objective Caml](#)
- [Real World OCaml](#)
- [Think OCaml](#) - Allen B. Downey and Nicholas Monje
- [Unix System Programming in OCaml Github Repo](#)
- [Using, Understanding, and Unraveling The OCaml Language: From Practice to Theory and vice versa](#) - Didier Rémy

Octave

- [Octave Programming](#) - Wikibooks

OpenMP

- [A Guide To OpenMP](#)
- [OpenMP Application Programming Interface Standard Version 4.0](#) (PDF)
- [OpenMP Application Programming Interface Standard Version 5.0](#) (PDF)

OpenResty

- [Programming OpenResty](#)

OpenSCAD

- [OpenSCAD User Manual](#) - Wikibooks


TrueOS

- [TrueOS® Users Handbook](#)

Perl

- [Beginning Perl](#)
- [Data Munging with Perl](#) (PDF)
- [Embedding Perl in HTML with Mason](#) - D. Rolsky, K. Williams
- [Essential Perl](#) (PDF)
- [Exploring Programming Language Architecture in Perl](#)
- [Extreme Perl](#) - R. Nagier (HTML, PDF)
- [Higher-Order Perl](#) - M. J. Dominus (PDF)
- [Impatient Perl](#)
- [Learning Perl The Hard Way](#)
- [Modern Perl 5](#)
- [Perl & LWP](#)
- [Perl 5 Internals](#)
- [Perl for the Web](#) - C. Radcliff
- [Perl Training Australia - Course Notes](#)
- [Plack Handbook](#)
- [SDL::Manual Writing Games in Perl](#)
- [Template Toolkit Documentation](#)
- [The DBIx-Class Book](#)
- [The PDL Book](#) (PDF)
- [Web Client Programming with Perl](#)

Perl 6 / Raku

- [Perl 6 at a Glance](#) - Andrew Shitov (HTML) (PDF)
- [Perl 6 Introduction](#)
- [Perl 6 Programming](#) - Wikibooks
- [Raku One-Liners](#) - Andrew Shitov (PDF)
- [Think Perl 6](#) - Laurent Rosenfeld, with Allen B. Downey (PDF)
- [Using Perl 6](#) ( *project is dead*)

PHP

- [PHP 5 Power Programming \(PDF\)](#)
- [PHP Best Practices](#)
- [PHP Internals Book](#)
- [PHP Pandas - Dayle Rees](#)
- [PHP Programming - Wikibooks](#)
- [PHP Security Guide](#)
- [PHP: The Right Way](#)
- [PHPUnit Manual - Sebastian Bergmann \(PDF\)](#)
- [Practical PHP Programming](#)
- [Practical PHP Testing](#)
- [Survive The Deep End: PHP Security](#)
- [Using Libsodium in PHP Projects](#)

CakePHP

- [CakePHP Cookbook 2.x \(PDF\)](#)

CodeIgniter

- [CodeIgniter 3 User Guide](#)
- [CodeIgniter 4 User Guide](#)

Drupal

- [The Tiny Book of Rules \(PDF\)](#)

Laravel

- [Laravel 5.x Official Documentation. Synced Daily](#) (*Leanpub account or valid email requested*)
- [Laravel Best Practices](#)
- [Laravel: Code Bright](#) - Dayle Rees
- [Laravel: Code Happy](#) - Dayle Rees
- [Laravel: Code Smart](#) - Dayle Rees
- [Laravel Collections Unraveled](#) - Jeffrey Madsen (*Leanpub account or valid email requested*)

Symfony

- [The Symfony Best practices 4.1.x \(PDF\)](#)
- [The Symfony Book 2.8.x](#)
- [The Symfony Book 3.4.x](#)
- [The Symfony Book 4.4.x](#)

Zend

- [Using Zend Framework 3](#)

PicoLisp

- [PicoLisp by Example](#)
- [PicoLisp Works](#)

PostgreSQL

- [Postgres Official Documentation](#)
- [Postgres Succinctly](#) (PDF, Kindle) (email address *requested*, not required)
- [Practical PostgreSQL](#)
- [The Internals of PostgreSQL for database administrators and system developers](#)

PowerShell

- [Creating HTML Reports in PowerShell](#) (PDF,ePub,HTML)
- [DevOps: The Ops Perspective](#) (PDF, ePub, MOBI)
- [Ditch Excel: Making Historical & Trend Reports in PowerShell](#) (PDF, ePub, MOBI)
- [Introduction to PowerShell for Unix People](#) (PDF, ePub, HTML)
- [Layman's Guide to PowerShell 2.0 remoting](#) (PDF)
- [Learn PowerShell Core 6.0](#) - David das Neves, Jan-Hendrik Peters (Packt account *required*)
- [Mastering PowerShell v2](#)
- [PowerShell 2.0 – One CMDLET At A Time](#) (PDF)
- [PowerShell Notes for Professionals](#) - Compiled from StackOverflow documentation (3.x)
- [PowerShell Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [PowerShell Tips to Write By](#) - Adam Bertram (*Leanpub account or valid email requested*) (🚧 *in process*)
- [Secrets of PowerShell Remoting](#) (PDF, ePub, MOBI)
- [The Big Book of PowerShell Error Handling](#) (PDF, ePub, MOBI)
- [The Big Book of PowerShell Gotchas](#) (PDF, ePub, MOBI)
- [The DSC Book](#) (PDF, ePub, HTML)
- [The Monad Manifesto - Annotated](#) (PDF, ePub, MOBI)
- [Why PowerShell?](#) (PDF, ePub, MOBI)
- [Windows PowerShell Networking Guide](#) (PDF, ePub, MOBI)

Processing

- [The Nature of Code: Simulating Natural Systems with Processing](#)

Prolog

- [Adventure in Prolog](#)
- [Applications of Prolog](#) - Attila Csenki, Bookboon. (email address *requested*, not required)
- [Coding Guidelines for Prolog](#) - Michael A. Covington, Roberto Bagnara, Richard A. O'Keefe, Jan Wielemaker, Simon Price
- [Concise Intro to Prolog](#)
- [Expert Systems in Prolog](#)
- [GNU Prolog Manual](#) (PDF)
- [Introduction to Prolog for Mathematicians](#) - J. Ireson-Ireson-Paine
- [Learn Prolog Now!](#)
- [Logic, Programming and Prolog](#) (2ed)
- [Natural Language Processing Techniques in Prolog](#) - P. Blackburn, K. Striegnitz
- [Prolog and Natural - Language Analysis](#) - Fernando C. N. Pereira, Stuart M. Shieber
- [Prolog for Programmers](#)
- [Prolog Problems](#) - Werner Hett
- [Prolog Techniques](#) - Attila Csenki, Bookboon. (email address *requested*, not required)
- [Prolog Tutorial](#)
- [The Art of Prolog, Second Edition](#) - Leon S. Sterling, Ehud Y. Shapiro (Open Access)
- [The First 10 Prolog Programming Contests](#) - Bart Demoen, Phuong-Lan Nguyen, Tom Schrijvers, Remko Tronçon
- [Warren's Abstract Machine: A Tutorial Reconstruction](#) - Hassan Aït-Kaci

Constraint Logic Programming (extended Prolog)

- [A Gentle Guide to Constraint Logic Programming via ECLiPSe](#)

PureScript

- [PureScript By Example](#) - Phil Freeman

Python

- [20 Python Libraries You Aren't Using \(But Should\)](#) - Caleb Hattingh
- [A Beginner's Python Tutorial](#) - Wikibooks
- [A Byte of Python](#) (3.x) (HTML, PDF, EPUB, Mobi)
- [A Guide to Python's Magic Methods](#) - Rafe Kettler

- [A Whirlwind Tour of Python](#) - Jake VanderPlas (PDF) (EPUB, MOBI)
- [Automate the Boring Stuff](#) - Al Sweigart
- [Biopython](#) (PDF)
- [Build applications in Python the antitextbook](#) (3.x) (HTML, PDF, EPUB, Mobi)
- [Building Skills in Object-Oriented Design \(Python\)](#) - Steven F. Lott (PDF) (2.1.1)
- [Building Skills in Python](#) - Steven F. Lott (PDF) (2.6)
- [Code Like a Pythonista: Idiomatic Python](#) - David Goodger
- [CodeCademy Python](#)
- [Composing Programs](#) (3.x)
- [Cracking Codes with Python](#) - Al Sweigart
- [Data Structures and Algorithms in Python](#) - B. R. Preiss (PDF)
- [Dive into Python 3](#) - Mark Pilgrim (3.0)
 - [Dive into Python](#) - Mark Pilgrim (2.3)
- [From Python to NumPy](#)
- [Full Stack Python](#)
- [Functional Programming in Python](#) - David Mertz
- [Fundamentals of Python Programming](#) - Richard L. Halterman (PDF) ( in process)
- [Google's Python Class](#) (2.4 - 2.x)
- [Google's Python Style Guide](#)
- [Hadoop with Python](#) - Zachary Radtka, Donald Miner
- [Hands-On Natural Language Processing with Python](#) - Rajesh Arumugam, Rajalingappaa Shanmugamani (Packt account *required*)
- [Hitchhiker's Guide to Python!](#) (2.6)
- [How to Make Mistakes in Python](#) - Mike Pirnat (PDF) (1st edition)
- [How to Think Like a Computer Scientist: Learning with Python, Interactive Edition](#) (3.2)
 - [How to Think Like a Computer Scientist: Learning with Python](#) - Allen B. Downey, Jeff Elkner and Chris Meyers (2.4)
 - [Think Python](#) - Allen B. Downey (2.x & 3.0)
- [Intermediate Python](#) - Muhammad Yasoob Ullah Khalid (1st edition)
- [Introduction to Programming with Python](#) (3.3)
 - [Introduction to Programming Using Python](#) - Cody Jackson (1st edition) (2.3)
- [Introduction to Python](#) - Kracekumar (2.7.3)
- [Invent Your Own Computer Games With Python](#) - Al Sweigart (3.1)
- [Learn Python, Break Python](#)

- [Learn Python in Y minutes](#)
- [Learn Python Programming, Second Edition](#) - Fabrizio Romano (Packt account *required*)
- [Learn to Program Using Python](#) - Cody Jackson (PDF)
- [Learning to Program](#)
- [Lectures on scientific computing with python](#) - J.R. Johansson (2.7)
- [Making Games with Python & Pygame](#) - Al Sweigart (2.7)
- [Math for programmers \(using python\)](#)
- [Modeling Creativity: Case Studies in Python](#) - Tom D. De Smedt (PDF)
- [Natural Language Processing with Python](#) (3.x)
- [Non-Programmer's Tutorial for Python 3](#) - Wikibooks (3.3)
 - [Non-Programmer's Tutorial for Python 2.6](#) - Wikibooks (2.6)
- [Picking a Python Version: A Manifesto](#) - David Mertz
- [Porting to Python 3: An In-Depth Guide](#) (2.6 - 2.x & 3.1 - 3.x)
- [Practical Programming in Python](#) - Jeffrey Elkner (PDF)
- [Problem Solving with Algorithms and Data Structures using Python](#) - Bradley N. Miller and David L. Ranum
- [Program Arcade Games With Python And Pygame](#) (3.3)
- [Programming Computer Vision with Python](#) (PDF)
- [Python 2 Official Documentation](#) (PDF, HTML, TEXT) (2.x)
- [Python 2.7 quick reference](#) - John W. Shipman (PDF) (2.7)
- [Python 3 Official Documentation](#) (PDF, EPUB, HTML, TEXT) (3.x)
- [Python 3 Tutorial](#)
- [Python Data Science Handbook](#) - Jake VanderPlas (HTML, Jupyter Notebooks)
- [Python for Everybody Exploring Data Using Python 3](#) - Charles Severance (PDF, EPUB, HTML)
 - [Python for Informatics: Exploring Information](#) (2.7.5)
- [Python for you and me](#) (2.7.3)
- [Python for you and me](#) (3.x)
- [Python Idioms](#) (PDF)
- [Python in Education](#) - Nicholas Tollervey
- [Python in Hydrology](#) - Sat Kumar Tomer
- [Python Koans](#) (2.7 or 3.x)
- [Python Machine Learning By Example](#) - Yuxi (Hayden) Liu (Packt account *required*)
- [Python Module of the Week](#) (3.x)

- [Python Module of the Week](#) (2.x)
- [Python Notes for Professionals](#) - Compiled from StackOverflow documentation (3.x)
- [Python Practice Book](#) (2.7.1)
- [Python Practice Projects](#)
- [Python Programming](#) - Wikibooks (2.7)
- [Python Programming](#) - Wikibooks (PDF) (2.6)
- [Scipy Lecture Notes](#)
- [SICP in Python](#) (3.2)
- [Slither into Python: An introduction to Python for beginners](#) (3.7)
- [Supporting Python 3: An In-Depth Guide](#) (2.6 - 2.x & 3.1 - 3.x)
- [Test-Driven Web Development with Python](#) - Harry Percival (3.3 - 3.x)
- [Text Processing in Python](#) - David Mertz (2.3 - 2.x)
- [The Coder's Apprentice: Learning Programming with Python 3](#) - Pieter Spronck (PDF) (3.x)
- [The Definitive Guide to Jython, Python for the Java Platform](#) - Josh Juneau, Jim Baker, Victor Ng, Leo Soto, Frank Wierzbicki (2.5)
- [The Little Book of Python Anti-Patterns](#) (Source)
- [The Programming Historian](#) - William J. Turkel, Adam Crymble and Alan MacEachern
- [The Python GTK+ 3 Tutorial](#)
- [The Standard Python Library](#) - Fredrik Lundh
- [Think Complexity](#) - Allen B. Downey (2nd Edition) (PDF, HTML)
- [Tiny Python 3.6 Notebook](#) - Matt Harrison (3.6)
- [Web2py: Complete Reference Manual, 6th Edition \(pre-release\)](#) (2.5 - 2.x)

Django

- [Django Girls Tutorial](#) (1.11)
- [Django Official Documentation](#) (PDF) (1.5)
- [Django Official Documentation](#) (PDF) (1.7)
- [Django Official Documentation](#) (PDF) (1.9)
- [Django Official Documentation](#) (PDF) (1.10)
- [Django Official Documentation](#) (PDF) (2.2)
- [Django RESTful Web Services](#) - Gaston C. Hillar (Packt account *required*)
- [Djen of Django](#)
- [Effective Django](#) (1.5)
- [How to Tango With Django](#) (1.7)

Flask

- [Explore Flask](#) - Robert Picard
- [The Flask Mega-Tutorial](#) - Miguel Grinberg (0.9)

Kivy

- [Kivy Programming Guide](#)

Pandas

- [Learn Pandas](#) - Hernan Rojas (0.18.1)

Pyramid

- [Quick Tutorial for Pyramid](#)

Tornado

- [Learn Web Programming](#)

QML

- [Qt5 Cadaques](#) - Juergen Bocklage-Ryannel and Johan Thelin (HTML, PDF, ePub) ( *in process*)

R

- [Advanced R Programming](#) - Hadley Wickham
- [An Introduction to Statistical Learning with Applications in R](#) - Gareth James, Daniela Witten, Trevor Hastie and Robert Tibshirani (PDF)
- [Cookbook for R](#) - Winston Chang
- [Data Analysis for the Life Sciences](#) - Rafael A Irizarry, Michael I Love (*Leanpub account or valid email requested*)
- [Exploratory Data Analysis with R](#) - Roger D. Peng (*Leanpub account or valid email requested*)
- [Introduction to Probability and Statistics Using R](#) - G. Jay Kerns (PDF)
- [Learning Statistics with R](#) - Daniel Navarro
- [ModernDive](#) - Chester Ismay and Albert Y. Kim
- [Practical Regression and Anova using R](#) - Julian J. Faraway (PDF)
- [R for Data Science](#) - Garrett Golemund and Hadley Wickham

- [R for Spatial Analysis](#) (PDF)
- [R Language for Programmers](#) - John D. Cook
- [R Packages](#) - Hadley Wickham
- [R Practicals](#) (PDF)
- [R Programming](#) - Wikibooks
- [R Programming for Data Science](#) - Roger D. Peng (*Leanpub account or valid email requested*)
- [R Succinctly, Syncfusion](#) (PDF, Kindle) (email address *requested*, not required)
- [The caret Package](#) - Max Kuhn
- [The R Inferno](#) - Patrick Burns (PDF)
- [The R Language](#)
- [The R Manuals](#)
- [Tidy Text Mining with R](#) - Julia Silge and David Robinson

Racket

- [How to Design Programs](#) - Matthias Felleisen, Robert Bruce Findler, Matthew Flatt, Shriram Krishnamurthi
- [Programming Languages: Application and Interpretation](#)
- [The Racket Guide](#)

Raspberry Pi

- [Raspberry Pi: Measure, Record, Explore](#) - Malcolm Maclean (HTML)
- [Raspberry Pi Users Guide - \(2012\)](#) - Eben Upton (PDF)
- [The Official Raspberry Pi Project Book](#) (PDF)

REBOL

- [Learn REBOL](#) - Nick Antonaccio

Ruby

- [A community-driven Ruby style guide](#)
- [CodeCademy Ruby](#)
- [Developing Games With Ruby](#) - Tomas Varaneckas
- [I Love Ruby](#)
- [Introduction to Programming with Ruby](#) - Launch School
- [Just Enough Ruby to Get By](#)
- [Learn Ruby First](#) - Frederick John
- [Learn Ruby the Hard Way](#) - Zed Shaw
- [Learn to Program](#) - Chris Pine
- [Mr. Neighborly's Humble Little Ruby Book](#)
- [Object Oriented Programming with Ruby](#) - Launch School
- [Practicing Ruby](#)

- [Programming Ruby](#)
- [Ruby Essentials](#)
- [Ruby Hacking Guide](#)
- [Ruby in Twenty Minutes](#)
- [Ruby Koans](#)
- [Ruby Learning](#)
- [Ruby Programming](#)
- [Ruby User's Guide](#)
- [Ruby Web Dev: The Other Way](#) - Yevhen Kuzminov
- [Rubyfu](#)
- [The Bastards Book of Ruby](#)
- [The Definitive Ruby Tutorial For Complete Beginners](#) - Jesus Castello
- [The Unofficial Ruby Usage Guide \(at Google\)](#) - Ian Macdonald
- [Using Blocks in Ruby](#) - Jay McGavren (email address *requested*)
- [Why's \(Poignant\) Guide to Ruby](#)

RSpec

- [Better Specs \(RSpec Guidelines with Ruby\)](#)

Ruby on Rails

- [A community-driven Rails style guide](#)
- [Building REST APIs with Rails](#)
- [Kestrels, Quirky Birds, and Hopeless Egocentricity](#) - Reg Braithwaite
- [Learn Ruby on Rails as You Modify a Craigslist Clone](#)
- [Objects on Rails](#) - Avdi Grimm
- [Rails Girls Guides](#)
- [Ruby on Rails 3.2 - Step by Step](#)
- [Ruby on Rails 4.0 Guide](#)
- [Ruby on Rails Guides](#)
- [Ruby on Rails Tutorial \(Rails 5\): Learn Web Development with Rails](#) - Michael Hartl
- [Upgrading to Rails 4](#)

Sinatra

- [Sinatra Book](#)

Rust

- [Rust by Example](#)
- [Rust for Rubyists](#) - Steve Klabnik
- [The Rust Programming Language](#)

- [The Rustonomicon](#)
- [Why Rust? \(PDF\)](#)

Sage

- [Sage for Power Users](#) - William Stein (PDF)
- [The Sage Manuals](#)

Scala

- [A Scala Tutorial for Java programmers](#) (PDF)
- [Advanced Scala with Cats](#) - Noel Welsh and Dave Gurnell (PDF, HTML, EPUB) (email address *requested*, not required)
- [Another tour of Scala](#) - David Copeland
- [Creative Scala](#) - Noel Welsh and Dave Gurnell (PDF, HTML, EPUB) (email address *requested*, not required)
- [EAI Patterns with Actor Model](#) - Vaughn Vernon
- [Effective Scala](#)
- [Essential Scala](#) - Noel Welsh and Dave Gurnell (PDF, HTML, EPUB) (email address *requested*, not required)
- [Functional Programming for Mortals](#) - Sam Halliday
- [Functional Programming, Simplified \(Scala edition\)](#) - Alvin Alexander (free preview (400 pages from 595), PDF)
- [Hello, Scala](#) - Alvin Alexander (free preview (120 pages from 257), PDF)
- [Learning Scala in small bites](#)
- [Learning Scalaz](#)
- [Pro Scala: Monadic Design Patterns for the Web](#)
- [Programming in Scala, First Edition](#) - by M. Odersky, L. Spoon, B. Venners
- [Pure functional HTTP APIs in Scala](#) - Jens Grassel
- [PythonToScala](#) - Rob Story
- [S-99: Ninety-Nine Scala Problems](#) - Phil! Gold
- [Scala & Design Patterns: Exploring Language Expressivity](#) - Fredrik Skeel Løkke (PDF)
- [Scala By Example](#) - M. Odersky (PDF)
- [Scala Cookbook: Bonus Chapters](#) - Alvin Alexander (PDF)
- [Scala for Perl 5 Programmers](#) - Breno G. de Oliveira
- [Scala for the Impatient \(A1 Scala Level chapters\)](#) - Cay S. Horstmann
- [Scala School by Twitter](#)
- [Scala Succinctly](#) - Chris Rose
- [Scala Tutorial](#) (PDF)
- [tetrax in Scala](#)
- [The Neophyte's Guide to Scala](#) - Daniel Westheide
- [The Type Astronaut's Guide to Shapeless](#) - Dave Gurnell (PDF, HTML, EPUB) (email address *requested*, not required)
- [Xtrace](#)

Lift

- [Exploring Lift](#) (published earlier as "The Definitive Guide to Lift", PDF)
- [Lift](#)
- [Lift Cookbook](#) - Richard Dallaway
- [Simply Lift](#) - David Pollak (PDF)

Play Scala

- [Essential Play](#) - Dave Gurnell (PDF, HTML, EPUB) (email address *requested*, not required)
- [Play Framework Recipes](#) - Alvin Alexander

Scheme

- [A Pamphlet Against R. Computational Intelligence in Guile Scheme](#)
- [An Introduction to Scheme and its Implementation](#)
- [Concrete Abstractions: An Introduction to Computer Science Using Scheme](#) - M. Hailperin, B. Kaiser, K. Knight
- [Scheme Tutorial](#)
- [Simply Scheme: Introducing Computer Science](#) - B. Harvey, M. Wright
- [Teach Yourself Scheme in Fixnum Days](#)
- [The Scheme Programming Language: Edition 3](#) - The Scheme Programming Language: Edition 4
- [Write Yourself a Scheme in 48 Hours](#) - Wikibooks

Scilab

- [Introduction to Scilab](#)
- [Programming in Scilab](#)
- [Writing Scilab Extensions](#)

Scratch

- [An Introductory Computing Curriculum Using Scratch](#)
- [Computer Science Concepts in Scratch](#)

Sed

- [Sed - An Introduction and Tutorial](#)

Self

- [The Self Handbook](#)

Smalltalk

- [Deep into Pharo](#) - Alexandre Bergel, Damien Cassou, Stéphane Ducasse, Jannik Laval
- [Dynamic Web Development with Seaside](#) - S. Ducasse, L. Renggli, C. D. Shaffer, R. Zaccane
- [Enterprise Pharo: a Web Perspective](#)
- [Numerical Methods with Pharo](#) - Didier Besset, Stéphane Ducasse, Serge Stinckwich
- [Pharo by Example](#) - Andrew P. Black et al. (Smalltalk Implementation and IDE)
- [Stef's Free Online Smalltalk Books](#) (meta-list)

Snap

- [Snap! Reference Manual](#) - B. Harvey, J. Mönig (PDF)

Spark

- [Databricks Spark Knowledge Base](#)
- [Databricks Spark Reference Applications](#)
- [Mastering Apache Spark](#)

Splunk

- [Splunk 7.x Quick Start Guide](#) - James H. Baxter (Packt account *required*)

SQL (implementation agnostic)

- [Developing Time-Oriented Database Applications in SQL](#) - Richard T. Snodgrass (PDF)
- [SQL For Web Nerds](#)
- [SQL Notes for Professionals](#)
- [SQL Queries Succinctly](#) - Nick Harrison
- [Use The Index, Luke!: A Guide To SQL Database Performance](#)

SQL Server

- [Best of SQLServerCentral.com Vol 7](#) *(RedGate, By SQLServerCentral Authors)
- [Brad's Sure Guide to SQL Server Maintenance Plans](#) - Brad McGehee (PDF) (email address *requested*)

- [Defensive Database Programming](#) - Alex Kuznetsov (PDF)
- [Fundamentals Of SQL Server 2012 Replication](#) - Sebastian Meine (PDF) (email address *requested*)
- [How to Become an Exceptional DBA, Second edition](#) - Brad McGehee (PDF)
- [Inside the SQL Server Query Optimizer](#) - Benjamin Nevarez (PDF) (email address *requested*)
- [Introducing Microsoft SQL Server 2008 R2](#)
- [Introducing Microsoft SQL Server 2012](#)
- [Introducing Microsoft SQL Server 2014](#)
- [Mastering SQL Server Profiler](#) - Brad McGehee (PDF)
- [Microsoft SQL Server Notes for Professionals](#) (Compiled from StackOverflow documentation)
- [Performance Tuning with SQL Server Dynamic Management Views](#) - Tim Ford, Louis Davidson (PDF)
- [Protecting SQL Server Data](#) - John Magnabosco (PDF)
- [SQL Server 2012 Tutorials: Reporting Services](#)
- [SQL Server 2017 Administrator's Guide](#) - Marek Chmel, Vladimír Mužný (Packt account *required*)
- [SQL Server Backup and Restore](#) - Shawn McGehee (PDF) (email address *requested*)
- [SQL Server Execution Plans, Third Edition](#) - Grant Fritchey (PDF)
- [SQL Server for C# Developers Succinctly](#) - Sander Rossel
- [SQL Server Hardware](#) - Glenn Berry (PDF)
- [SQL Server Internals: In-Memory OLTP](#) - Kalen Delaney (PDF)
- [SQL Server Metadata Succinctly](#) - Joseph D. Booth
- [SQL Server Source Control Basics](#) - Rob Sheldon, Rob Richardson, Tony Davis (PDF)
- [SQL Server Statistics](#) - Holger Schmeling (PDF)
- [SQL Server Stumpers Vol.5](#) (PDF)
- [SQL Server Tacklebox](#) - Rodney Landrum (PDF)
- [SQL Server Transaction Log Management](#) - Tony Davis, Gail Shaw (PDF)
- [The Art of SQL Server FILESTREAM](#) - Jacob Sebastian, Sven Aelterman (PDF)
- [The Art of XSD](#) - Jacob Sebastian (PDF)
- [The Best of SQLServerCentral.com Vol 7](#) (PDF)
- [The Redgate Guide to SQL Server Team-based Development](#) - Phil Factor, Grant Fritchey, Alex Kuznetsov, Mladen Prajdić (PDF)
- [Troubleshooting SQL Server: A Guide for the Accidental DBA](#) - Jonathan Kehayias, Ted Krueger (PDF)

Standard ML

- [Introduction to Standard ML](#) - Atsushi Ohori (PDF)
- [Programming in Standard ML '97](#) - Stephen Gilmore, University of Edinburgh
- [Programming in Standard ML, DRAFT](#) - Robert Harper (PDF)
- [SML# Document](#) - Atsushi Ohori, Katsuhiko Ueno

- [The Definition of Standard ML \(Revised\)](#) - SMLFamily GitHub project (PDF)

Subversion

- [Subversion Version Control](#) (PDF)
- [Version Control with Subversion](#)

Swift

- [Hacking with Swift](#)
- [Learn Swift](#)
- [The Swift Programming Language](#) (HTML) (iBook)
- [Using Swift with Cocoa and Objective-C](#) (HTML) (iBook)

Vapor

- [Vapor 3 Tutorial For Beginners](#) - Tibor Bödecs
- [Vapor Official Docs](#)

Tcl

- [Tcl Programming](#) - Richard.Suchenwirth, et. al.
- [TclWise](#) - Salvatore Sanfilippo

TEI

- [What is the Text Encoding Initiative?](#) - Lou Bernard

Teradata

- [Teradata Books](#)


Tizen

- [Guide to Developing Tizen Native Application](#) - Jung, Dong-Geun (Denis.Jung) (PDF)

TLA

- [Specifying Systems: The TLA+ Language and Tools for Hardware and Software Engineers](#) - Leslie Lamport (Postscript or PDF)

TypeScript

- [Making games with TypeScript](#) - Øyvind (HTML) ( in process)
- [TypeScript Accelerated](#) - James Porter
- [TypeScript Deep Dive](#)
- [TypeScript for C# Programmers](#)
- [TypeScript Succinctly, Syncfusion](#) (PDF, Kindle) (email address requested, not required)

Unix

- [An Introduction to Unix](#)
- [Commentary on the Sixth Edition UNIX Operating System](#) - J. Lions
- [Unix as IDE](#) - Tom Ryder (epub, mobi)
- [UNIX Commands and Concepts](#) - Robert I. Pitts
- [Unix for Poets](#) - Kenneth Ward Church (PDF)
- [Unix Toolbox](#) - Colin Barschel
- [UNIX Tutorial for Beginners](#)

Verilog

- [Verilog Quick Reference Guide](#) - Sutherland HDL (PDF)
- [Verilog Tutorial](#)

VHDL

- [Free Range VHDL](#) - Bryan Mealy, Fabrizio Tappero (TeX and PDF)
- [VHDL Tutorial](#)
- [VHDL Tutorial: Learn By Example](#)

Vim

- [A Byte of Vim](#)
- [Learn Vim Progressively](#)
- [Learn Vimscript the Hard Way](#)
- [Use Vim Like A Pro](#) - Tim Ottinger (*Leanpub account or valid email requested*)
- [Vi Improved -- Vim](#) - Steve Oualline (PDF)
- [Vim Recipes](#) (PDF)
- [Vim Regular Expressions 101](#)

Visual Basic

- [Visual Basic Essentials](#)

Visual Prolog

- [A Beginners' Guide to Visual Prolog](#)
- [Visual Prolog for Tyros](#)

Web Services

- [RESTful Web Services \(PDF\)](#)

Windows 8

- [Programming Windows Store Apps with HTML, CSS, and JavaScript, Second Edition](#) - Kraig Brockschmidt (PDF)

Windows Phone

- [Developing An Advanced Windows Phone 7.5 App That Connects To The Cloud](#)
- [Windows Phone 8 Development Succinctly](#) - Matteo Pagani (PDF)
- [Windows Phone 8.1 Development for Absolute Beginners](#)
- [Windows Phone Programming Blue Book](#)

Workflow

- [Declare Peace on Virtual Machines. A guide to simplifying vm-based development on a Mac](#)

xBase (dBase / Clipper / Harbour)

- [Application Development with Harbour](#) - Wikibooks
- [CA-Clipper 5.2 Norton Guide](#)
- [Clipper Tutorial: a Guide to Open Source Clipper\(s\)](#) - Wikibooks