## **Complete Computer Science Books You Need**

### **Core-Understanding**

- 1. Structure and Interpretation of Computer Programs(SICP)
- 2. Programming from ground up.
- 3. Code: The Hidden Language of Computer Hardware and Software by Charles Petzold
- 4. The Soul of a New Machine by Tracy Kidder
- 5. Code Complete (2nd edition) by Steve McConnell
- 6. Algorithms to Live By: The Computer Science of Human Decisions
- 7. The Practice of Programming by Kernighan and Pike
- 8. Superintelligence: Paths, Dangers, Strategies Nick BostromNick Bostrom
- 9. The C programming Language K&R
- 10. Feynman's Lectures on Computation
- 11. Introduction to the Theory of Computation 3rd Edition by Michael Sipse
- 12. The Unix Programming Environment
- 13. The Elements of Programming Style
- 14. Hackers: Heroes of the Computer Revolution
- 15. Pragmatic Thinking and Learning: Refactor Your Wetware by Andy Hunt
- 16. Hello world hanna fry
- 17. The Annotated Turing
- 18. Zen and the Art of Motorcycle Maintenance by Robert M. Pirsig
- 19. How to Think Like a Mathematician: A Companion to Undergraduate Mathematics 1st Edition by Dr Kevin Houston
- 20. Computational Beauty of Nature
- 21. Surely youre Joking Mr.feynman
- 22. Gödel, Escher, Bach: An Eternal Golden Braid Douglas R. Hofstadter
- 23. Purely Functional Data Structures Chris Okasaki
- 24. The Art of Computer Programming -Knuth
- 25. Concrete Mathematics Knuth
- 26. Discrete Maths for Computer Scientsts by Truss
- 27. The Little Schemer, fourth edition (The MIT Press)
- 28. The Seasoned Schemer
- 29. The Design of Everyday Things by Donald Norman
- 30. Domain Driven Designs by Eric Evans
- 31. Algorithms + Data Structures = Programs
- 32. Introduction to Functional Programming by Philip Wadler and Richard Bird
- 33. Smalltalk-80: The Language and Its Implementation
- 34. Computer Organization and Design MIPS Edition, Fifth Edition

### **Operating System**

- 1. Operating System 3 Pieces
- 2. Modern Operating Systems by Andrew S. Tanenbaum

### **History**

1. The Soul of A New Machine by Tracy Kidder

### **Software Engineering**

- 32. The Passionate Programmer: Creating a Remarkable Career in Software Development
- 33. The Timeless Way of Building by Christopher Alexander
- 34. Coders at Work by Peter Seibel
- 35. The Deadline: A Novel About Project Management by Tom DeMarco
- 36. The Mythical Man Month
- 37. Code Complete (2nd edition) by Steve McConnell
- 38. Design Patterns by the Gang of Four
- 39. Pragmatic programming
- 40. Clean Code by Robert C. Martin
- 41. Prograaming pearls
- 42. Weinberg, The Psychology of Computer Programming
- 43. Plauger, Programming on Purpose
- 44. Boehm, Software Engineering Economics
- 45. DeMarco and Lister, Peopleware

### **Computer Architecture**

- 1. Computer Systems: A Programmer's Perspective
- 2. Structured Computer Organization
- 3. Computer Architecture a Quantitative Approach

### **Computer Networks**

- 1. Computer Networking: A Top-Down Approach
- 2. Unix Network Programming
- 3. Computer Networks | Fifth Edition | By Pearson (5th Edition) by Tanenbaum

#### **Database**

- 1. Readings in Database Systems (PDF)
- 2. Data and Reality: A Timeless Perspective on Perceiving and Managing Information in Our Imprecise World, 3rd Edition

# **Distributed Systems**

1. Designing Data-Intensive Applications: The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

# **Compiler Designing**

1. Compilers: Principles, Techniques & Tools by Aho

# **Web Development**

1. Don't Make Me Think by Steve Krug