CS108 Bibliography

Java

There are many fine Java books, but here are the ones that come to mind...

Core Java 2, Vol 1 (basic) and Vol 2 (advanced) , by Horstmann and Cornell. Nice coverage of many Java features.

Effective Java, by Joshua Bloch. Neat collection of intelligent Java tips.

Thinking in Java, by Bruce Eckel. Dense and complete coverage of many Java topics. Available for free on the web too.

Software Engineering

Refactoring, by Martin Fowler. Introduces Refactoring, and includes many great ideas for thinking about building complex software. The 1st book to get.

Extreme Programming Explained, by Kent Beck. Introduces extreme programming / agile ideas.

Code Complete, by Steve McConnell. Classic guide to software development process ideas.

Design Patterns : Elements of Reusable Object-Oriented Software, by Gamma, Erich / Helm, Richard ("the gang of four"). Patterns are very influential and a good idea -- this is the key book that started it.

The Mythical Man Month, by Fred Brooks. A bit dated, but interesting as a historically important book. Contains many useful and influential observations about the difficulties of building large software systems.

Miscellaneous

User Interface Design for Programmers, by Joel Spolsky. A quick, funny, and to the point introduction to the interface design. Joel also publishes the joelonsoftware.com site, which has many neat ideas.

Flow : The Psychology of Optimal Experience, by Mihaly Csikszentmihalyi. A great psychology book about what makes a process enjoyable which I see has part of running a successful project. You've got to love that last name!