游戏程序员的学习之路

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Translated from Chinese to English by Google Translate

- 1. 编程思想
- 2. 计算机科学
- 3. 编程语言
- 4. 游戏程序员的数学课
- 5. 软件开发
- 6. 游戏程序员的数学课
- 7. 计算机图形学（CG）
- 8. 游戏引擎开发
- 9. 游戏编程
- 10. 游戏物理和动画
- 11. 游戏人工智能（AI）
- 12. 多人游戏编程

Legends

- 必读书籍
- 可选书籍

0. 编程思想

1. 计算机科学

START HERE
Mathematics for Computer Science
Eric Lehman, F. Thomson Leighton, Albert R. Meyer
Discrete Mathematics and Its Applications
Kenneth H. Rosen
Introduction to Algorithms
Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, Clifford Stein
The Art of Computer Programming
Donald E. Knuth
Algorithms
Robert Sedgewick, Kevin Wayne
Introduction to Automata Theory, Languages, and Computation
John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman
Elements of Theory of Computation
Harry R. Lewis, Christos H. Papadimitriou
Introduction to Computer Theory
Daniel I. A. Cohen
Computer Systems: A Programmer's Perspective
Randal E. Bryant, David O'Hallaron
Computer Organization and Design
David A. Patterson, John L. Hennessy
Modern Operating Systems
Andrew S. Tanenbaum
Operating Systems: Three Easy Pieces
Remzi H. Arpaci-Dusseau, Andrea C. Arpaci-Dusseau
Computer Networks
Andrew S. Tanenbaum
Data Compression Explained
Matt Mahoney
Compilers: Principles, Techniques, and Tools
Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman
Compiler Design in C
Allen I. Holub
Compiler Construction
Niklaus Wirth
Crafting Interpreters
Robert Nystrom
Parsing Techniques
Dick Grune, Ceriel J. H. Jacobs
Modern Compiler Implementation in C
Andrew W. Appel
Modern Compiler Design
Dick Grune, Henri E. Bal, Ceriel J. H. Jacobs, Kees G. Langendoen
Compilers and Compiler Generators
P. D. Terry
Lex & Yacc
John R. Levine, Tony Mason, Doug Brown
Flex & Bison
John Levine
Compilers: An Overview of Compiler Theory
Jean-Paul Tremblay, Paul G. Sorenson
Compiler Construction: Principles and Practice
Kenneth C. Louden
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