**Electron** is an open-source framework that allows web developers to create cross-platform desktop applications using JavaScript, HTML, and CSS. [It combines the Chromium rendering engine and the Node.js runtime, enabling you to maintain a single JavaScript codebase for apps that work on Windows, macOS, and Linux without requiring native development experience1](https://www.electronjs.org/).

Here are **five free reference links** where you can learn more about Electron:

1. [**Electron Official Documentation**](https://www.electronjs.org/docs/latest): The official documentation provides comprehensive information on Electron’s features, APIs, and best practices[2](https://www.electronjs.org/docs/latest).
2. [**Electron Tutorial on TutorialsPoint**](https://www.tutorialspoint.com/electron/index.htm): This tutorial covers the basics of Electron, including how to build cross-platform desktop apps using web technologies[3](https://www.tutorialspoint.com/electron/index.htm).
3. [**Learn Electron on gitconnected**](https://gitconnected.com/learn/electron): Explore interactive coding, articles, and screencasts to learn Electron from the programming community[4](https://gitconnected.com/learn/electron).
4. [**Awesome Electron on GitHub**](https://github.com/sindresorhus/awesome-electron): A curated list of resources for creating apps with Electron, including tutorials, tools, and libraries[5](https://github.com/sindresorhus/awesome-electron).
5. **Electron Forge**: Electron Forge is a toolkit for building and publishing Electron apps. [It provides JavaScript bundling support and an extensible module ecosystem1](https://www.electronjs.org/).

Happy learning! 🚀👩‍💻