**Knockout** is a JavaScript library based on the **MVVM (Model-View-ViewModel)** pattern. It simplifies building rich and responsive user interfaces by allowing you to bind HTML elements to any data model. Here’s a brief overview:

* **Elegant Dependency Tracking**: Automatically updates UI components when your data model changes.
* **Declarative Bindings**: Easily connect UI parts to your data model using simple and obvious syntax.
* **Trivially Extensible**: Implement custom behaviors as new declarative bindings for easy reuse.
* **Pure JavaScript Library**: Works with any server or client-side technology.
* [**Compact and Cross-Browser Compatible**: Around 13KB after zipping, compatible with mainstream browsers like IE, Firefox, Chrome, Safari, and Edge1](https://knockoutjs.com/documentation/introduction.html).

To learn more about Knockout, explore these free resources:

1. [**GeeksforGeeks Tutorial**](https://www.geeksforgeeks.org/introduction-to-knockoutjs/): Provides an introduction, features, and examples.
2. [**Medium Article**](https://medium.com/introduction-to-knockout-js/what-is-knockout-js-b234f2177d54): Explains Knockout as a library for creating rich, responsive UIs.
3. [**Developer.com Overview**](https://www.developer.com/microsoft/overview-of-knockoutjs/): Overview of Knockout’s two-way data binding concept.
4. [**ParTech Beginner’s Guide**](https://www.partech.nl/en/publications/2021/09/beginners-guide-to-knockout): Compares Knockout to jQuery and explains its purpose.
5. [**Knockout Official Tutorials**](https://learn.knockoutjs.com/): Interactive coding exercises to quickly learn Knockout and MVVM[2](https://learn.knockoutjs.com/)[3](https://knockoutjs.com/)[4](https://www.udemy.com/course/knockout-js-from-scratch/)[5](https://www.eduonix.com/courses/Web-Development/Learn-Knockout-JS-Framework-from-GroundUp).