Sunday, November 24, 2013

List of freely available Programming Books

You may also like to see:

- **Design Patterns : Singleton Pattern**

Here I listed freely available Programming languages books. The list contains almost all the programming languages and technologies.

Graphics Programming

- DirectX manual (draft)
- Learning Modern 3D Graphics Programming (draft)
- Introduction to Modern OpenGL
- GPU Gems
- GPU Gems 2 - ch 8,14,18,29,30 as pdf
- GPU Gems 3
- Graphics Programming Black Book
- ShaderX series
- Tutorials for modern OpenGL
- OpenGL Programming Guide (The Red Book)

Graphics User Interfaces

- Programming with gtkmm 3

Language Agnostic

Algorithms & Datastructures

- Algorithms and Data-Structures (PDF)
- Algorithms (draft)
- Algorithms Course Materials - Jeff Erickson
- Algorithms, 4th Edition - Robert Sedgewick and Kevin Wayne
- Binary Trees (PDF)
- Clever Algorithms
- Data Structures and Algorithms: Annotated Reference with Examples
- The Algorithm Design Manual
- LEDA: A Platform for Combinatorial and Geometric Computing
- Planning Algorithms
- Linked List Basics (PDF)
- Linked List Problems (PDF)
- Purely Functional Data Structures (PDF)
- The Great Tree List Recursion Problem (PDF)
- Matters Computational
- Algorithmic Graph Theory
- Foundations of Computer Science - Al Aho and Jeff Ullman
- A Field Guide To Genetic Programming
- The Art of Computer Programming (fascicles, mostly volume 4) - Donald Knuth
- Programming Pearls - Jon Bentley
- Algorithms for Programmers: Ideas and Source Code (PDF)
- Sequential and parallel sorting algorithms
- Text Algorithms (PDF)
- Data Structures Succinctly Part 1, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Data Structures Succinctly Part 2, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Algorithms and Complexity (PDF)
- The Design of Approximation Algorithms (PDF)
- Lectures Notes on Algorithm Analysis and Computational Complexity (Fourth Edition), University of North Texas (PDF)
- Problems on Algorithms (Second Edition), University of North Texas (PDF)
- Mastering Algorithms with C (PDF)

Theoretical Computer Science

- An Introduction to the Theory of Computation
- Introduction to Computing
- Introduction to Theory of Computation (PDF) - Anil Maheshwari and Michiel Smid
- Network Science
- Programming Languages: Application and Interpretation (2nd Edition)
- Structure and Interpretation of Computer Programs
- Think Complexity - Allen B. Downey

Operating systems

- The Art of Unix Programming - Eric S. Raymond
- The Little Book of Semaphores - Allen B. Downey
- Operating Systems and Middleware (PDF and LaTeX)
- Practical File System Design:The Be File System (PDF) - Dominic Giampaolo

Database

- Database Fundamentals (PDF)
- Foundations of Databases
- The Theory of Relational Databases

Networking

- 802.11ac: A Survival Guide - Matthew Gast
- Code Connected vol.1(PDF) (book on ZeroMQ)
- High-Performance Browser Networking
- The TCP/IP Guide
- Understanding IP Addressing: Everything you ever wanted to know (PDF)
- ZeroMQ Guide
- Network Security Tools
- HTTP Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Computer Networking: Principles, Protocols and Practice, 2nd edition (CNP3bis) (PDF, EPUB + sources) - O. Bonaventure (in progress)

Compiler Design

- Compiler Construction (PDF)
- Let's Build a Compiler (PDF)
- Linkers and loaders
- Practical and Theoretical Aspects of Compiler Construction (class lectures and slides)
- Basics of Compiler Design (Anniversary Edition - Torben Mogensen

Programming Paradigms

- Introduction to Functional Programming (class lectures and slides)
- Type Theory and Functional Programming

Parallel Programming

- How to Write Parallel Programs
- High Performance Computing (PDF, ePUB) - Charles Severance & Kevin Dowd
- High Perofrmance Computing Training (LLNL materials)
- Is Parallel Programming Hard, And, If So, What Can You Do About It?
- Introduction to Parallel Computing - Blaise Barney
- Programming on Parallel Machines; GPU, Multicore, Clusters and More - Norm Matloff

Software Architecture

- Seamless Object-Oriented Software Architecture (PDF)
- How to write Unmaintainable Code
- Object-Oriented Reengineering Patterns
- Patterns and Practices: Application Architecture Guide 2.0
- The Definitive Guide to Building Code Quality
- Patterns of Software: Tales from the Software Community (PDF)
- Best Kept Secrets of Peer Code Review
- Domain Driven Design Quickly
- Essential Skills for Agile Development
- Guide to the Software Engineering Body of Knowledge
- Programming Reliable Systems (Joe Armstrong's PhD thesis) (PDF)
- How to Design Programs
- NASA Manager Handbook for Software Development (PDF)
- NASA Software Measurement Handbook
- Don't Just Roll the Dice
- Data-Oriented Design
- Software Engineering for Internet Applications
- Scrum and XP from the Trenches
- Web API Design
- OAuth - The Big Picture

Open Source Ecosystem

- Data Journalism Handbook
- Free Software, Free Society
- Free as in Freedom (PDF)
- Getting started with Open source development (PDF)
- Innovation Happens Elsewhere
- Producing Open Source Software
- The Cathedral and the Bazaar - Eric S. Raymond
- The Future of the Internet
- The Architecture of Open Source Applications: Vol. 1: Elegance, Evolution, and a Few Fearless Hacks; Vol. 2: Structure, Scale, and a Few More Feerless Hacks
- The Performance of Open Source Applications
- The Future of Ideas ####Information Retrieval
- Introduction to Information Retrieval
- Information Retrieval: A Survey (PDF)

Datamining

- Data Mining and Analysis: Fundamental Concepts and Algorithms (Draft)
- Mining of Massive Datasets
- The Elements of Statistical Learning - Trevor Hastie, Robert Tibshirani, and Jerome Friedman
- A Programmer's Guide to Data Mining (Draft) - Ron Zacharski
- Theory and Applications for Advanced Text Mining
- Internet Advertising: An Interplay among Advertisers, Online Publishers, Ad Exchanges and Web Users (PDF)
- Data Mining Algorithms In R
- Introduction to Data Science - Jeffrey Stanton
- School of Data Handbook

Machine Learning

- Programming Computer Vision with Python

- A Course in Machine Learning
- Computer Vision: Algorithms and Applications
- Bayesian Reasoning and Machine Learning
- Introduction to Machine Learning (PDF)
- Gaussian Processes for Machine Learning
- Information Theory, Inference, and Learning Algorithms
- Artificial Intelligence | Machine Learning - Andrew Ng *(Notes, lectures, and problems)*
- Probabilistic Models in the Study of Language (Draft, with R code)
- Reinforcement Learning: An Introduction
- A First Encounter with Machine Learning (PDF)
- Learning Deep Architectures for AI (PDF)

Mathematics

- Think Bayes: Bayesian Statistics Made Simple - Allen B. Downey
- Think Stats: Probability and Statistics for Programmers (code written in Python) - Allen B. Downey
- Mathematical Logic - an Introduction (PDF)
- Bayesian Methods for Hackers - Cameron Davidson-Pilon
- Introduction to Statistical Thought - Michael Lavine
- Mathematics for Computer Science (November 2013 Version) (PDF) - Eric Lehman
- Calculus Made Easy (PDF) - Silvanus P. Thompson
- Category Theory for Computing Science (PDF)
- Essentials of Metaheuristics by Sean Luke
- Advanced Data Analysis from an Elementary Point of View
- Probability and Statistics Cookbook
- A First Course in Linear Algebra - Robert A. Beezer
- Collaborative Statistics
- CK-12 Probability and Statistics - Advanced
- Concepts & Applications of Inferential Statistics
- Introduction to Probability - Charles M. Grinstead and J. Laurie Snell
- OpenIntro Statistics
- Probability and Statistics EBook
- Statistics Done Wrong - Alex Reinhart

Cellular Automata

- Cellular Automata Books

Misc

- 97 Things Every Programmer Should Know
- 97 Things Every Programmer Should Know - Extended
- A Mathematical Theory of Communication by Claude E.Shannon
- Asterisk™: The Definitive Guide
- How to Think Like a Computer Scientist - Peter Wentworth, Jeffrey Elkner, Allen B. Downey, and Chris Meyers
- I Am a Bug
- Learn to Program
- Foundations of Programming
- Communicating Sequential Processes (PDF) by Tony Hoare
- Come, Let's Play: Scenario-Based Programming Using Live Sequence Charts
- Computer Musings (lectures by Donald Knuth)
- Culture & Empire: Digital Revolution (PDF)
- How Computers Work
- Data-Intensive Text Processing with MapReduce (PDF)
- Designing Interfaces by Jennifer Tidwell
- Digital Signal Processing For Engineers and Scientists
- Digital Signal Processing For Communications
- Distributed systems for fun and profit
- Flow based Programming
- Getting Real
- Magic Ink: Information Software and The Graphical Interface by Bret Victor
- Modeling Reactive Systems with Statecharts
- PNG: The Definitive Guide
- Pointers And Memory (PDF)
- Programmer's Motivation for Beginners
- Project Oberon (PDF)
- Security Engineering
- Small Memory Software
- SVG Essentials
- Introduction to High-Performance Scientific Computing - Victor Eijkhout
- Object-Oriented Reengineering Patterns - Serge Demeyer, Stéphane Ducasse and Oscar Nierstrasz
- High-Performance Scientific Computing (class lectures and slides)
- Mother Tongues of Computer Languages (PNG)
- Open Government;Collaboration, Transparency, and Participation in Practice
- How to Become a Programmer

Web Performance

- Book of Speed by Stoyan Stefanov
- Mature Optimization by Carlos Bueno

MOOC

- MIT OCW
- Coursera
- Udacity
- edX

Professional Development

- Don't Just Roll the Dice (PDF) *(RedGate, By Neil Davidson)*
- Confessions of an IT Manager *(RedGate, By Phil Factor)*
- How to be a Programmer: A Short, Comprehensive, and Personal Summary by Robert L. Read

Security

- Handbook of Applied Cryptography
- OWASP Top 10 for .NET Developers
- Intrusion Detection Systems with Snort
- Security Engineering

Ada

- Ada 95: The Craft of Object-Oriented Programming
- Ada Distilled (PDF)
- Ada for Software Engineers (PDF)
- The Big Online Book of Linux Ada Programming

Agda

- Agda Tutorial

Android

- Google Android Developer Training
- Coreservlets Android Programming Tutorial
- Expert Android and Eclipse development knowledge
- Styling Android
- TechnoTalkative Android

APL

- A Practical Introduction to APL1 & APL2
- A Practical Introduction to APL2 & APL3
- Mastering Dyalog APL (PDF)

Autotools

- GNU Autoconf, Automake and Libtool
- Autotools Mythbuster

ASP.NET MVC

- ASP.NET MVC Music Store

Assembly Language

- Paul Carter's Tutorial on x86 Assembly
- Professional Assembly Language (PDF)
- Programming from the Ground Up (PDF)
- Software optimization resources by Agner Fog
- The Art of Assembly Language Programming
- x86 Assembly
- Ralf Brown's Interrupt List
- Easy 6502 - Nick Morgan

Non-X86

- Machine Code for Beginners (PDF) by Lisa Watts and Mike Wharton [Z80 and 6502 CPUs]
- Machine Language for Beginners by Richard Mansfield [6502 CPU]

Bash

- Advanced Bash-Scripting Guide
- Bash Guide for Beginners by Machtelt Garrels
- Lhunath's Bash Guide
- The Command Line Crash Course (also a Powershell reference)
- Learning the bash Shell

C

- A Tutorial on Pointers and Arrays in C
- Beej's Guide to C Programming
- Beej's Guide to Network Programming
- The C book
- Essential C (PDF)
- Learn C the hard way
- The new C standard - an annotated reference
- Object Oriented Programming in C (PDF)
- C Programming - Wikibooks

C++

- C++ Annotations
- C++ GUI Programming With Qt 3
- CS106X Programming Abstractions in C++
- Matters Computational: Ideas, Algorithms, Source Code, by Jorg Arndt (PDF)
- Software optimization resources by Agner Fog
- Thinking in C++, Second Edition, Vol. 1. (Vol. 2) - Bruce Eckel

- How To Think Like a Computer Scientist: C++ Version - Allen B. Downey
- Also see: The Definitive C++ Book Guide and List
- Open Data Structures (In C++) (PDF)
- C++ Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Learn C++. (PDF, Online)
- Software Design Using C++ - Br. David Carlson and Br. Isidore Minerd
- Introduction to Design Patterns in C++ with Qt
- Data Structures and Algorithms with Object-Oriented Design Patterns in C++
- The Boost C++ libraries
- C++ Cookbook.pdf)

Clojure

- A Brief Beginner's Guide To Clojure
- Clojure - Functional Programming for the JVM
- Clojure Cookbook
- Clojure for the Brave and True
- Clojure Programming
- The Clojure Style Guide
- Data Sorcery with Clojure
- Modern cljs
- Clojure Koans
- ClojureScript Koans

COBOL

- COBOL Programming Fundamental (PDF)
- OpenCOBOL 1.1 - Programmer's Guide (PDF)

CoffeeScript

- Smooth CoffeeScript
- The Little Book on CoffeeScript

ColdFusion

- CFML In 100 Minutes
- Learn CF in a Week

Coq

- Software Foundations
- Certified Programming with Dependent Types

D

- Programming in D

Dart

- What is Dart?

DTrace

- IllumOS Dynamic Tracing Guide

DB2

- Getting started with DB2 Express-C (PDF)
- Getting started with IBM Data Studio for DB2 (PDF)
- Getting started with IBM DB2 development (PDF)

Delphi / Pascal

- Essential Pascal Version 1 and 2

Elasticsearch

- Exploring Elasticsearch

Emacs

- GNU Emacs Manual, 17th Edition, v. 24.2
- An Introduction to Programming in Emacs Lisp, 3rd Edition
- GNU Emacs Lisp Reference Manual

Erlang

- Études for Erlang - J. David Eisenberg
- Learn You Some Erlang For Great Good - Frederic Trottier-Hebert
- Concurrent Programming in ERLANG

Flex

- Getting started with Adobe Flex (PDF)
- Adobe Flex 2, Programming Actionscript 3.0 (PDF)

F Sharp

- F Sharp Programming in Wikibooks
- Real World Functional Programming (MSDN Chapters)
- Programming Language Concepts for Software Developers (PDF)

- F# Succinctly, SyncFusion (PDF, Kindle) *(Just fill the fields with any values)*

Force.com

- Force.com Fundamentals (HTML)
- Force.com Workbook (HTML)
- Force.com Integration Workbook (HTML)
- Apex Workbook (HTML)
- Visualforce Workbook (HTML)
- Database.com Workbook (HTML)
- Analytics Workbook (HTML)
- ISVForce Workbook (HTML)
- Cloud Flow Designer Workbook (HTML)
- Security Workbook (HTML)
- Service Cloud Workbook (HTML)
- Site.com Workbook (HTML)
- Heroku Postgres (PDF)
- Apex Design Patterns and Best Practices

Forth

- Starting Forth
- Thinking Forth
- Programming Forth (PDF)
- A Beginner's Guide to Forth
- And so Forth... (PDF)
- Thoughtful Programming and Forth

Git

- Pro Git - Scott Chacon
- Git From The Bottom Up (PDF)
- Git Immersion
- Git internals (PDF)
- Git Magic
- Git Pocket Guide - Richard E. Silverman
- Git Reference
- Version Control by Example (Mercurial, Subversion, Verasity)
- Git Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Think Like (a) Git: A Guide for the Perplexed
- Git In The Trenches
- Conversational Git

Go

- The Go Tutorial
- Go by Example
- Learning Go
- An Introduction to Programming in Go
- Network programming with Go

Grails

- Getting Started with Grails

Hadoop

- Hadoop Illuminated - Mark Kerzner & Sujee Maniyam
- Programming Pig - Alan Gates

Haskell

- A Haskell School of Music (PDF) (work in progress)
- Beautiful Code, Compelling Evidence (PDF)
- Haskell and Yesod
- Learn You a Haskell for Great Good - Miran Lipovaca
- Natural Language Processing for the Working Programmer
- Parallel and Concurrent Programming in Haskell
- Real World Haskell
- Wikibook Haskell
- Yet Another Haskell Tutorial (PDF)
- Haskell no panic
- A Gentle Introduction to Haskell
- Speeding Through Haskell
- Learn Haskell Fast and Hard
- Haskell web Programming (Yesod tutorial)
- The Haskell Road to Logic, Math and Programming (PDF)

HTML / CSS

- Dive Into HTML5 (PDF) - Mark Pilgrim
- GA Dash
- HTML Dog Tutorials
- HTML5 Canvas - Steve Fulton & Jeff Fulton
- HTML5 for Publishers - Sanders Kleinfeld
- HTML5 For Web Designers - Jeremy Keith
- Learn HTML5 Programming From Scratch
- Learn CSS Layout
- Scalable and Modular Architecture for CSS - Jonathan Snook
- Web Audio API - Boris Smus

Icon

- The Implementation of the Icon Programming Language

IDL

- Getting Started with IDL
- Guide to Using IDL for Astronomers

iOS

- iOS Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Start Developing iOS Apps Today (PDF)
- Developing iOS 7 Apps for iPhone and iPad (slides and videos) - Stanford University

J

- Learning J by Roger Stokes- online || pdf
- J for C Programmers by Henry Rich- online || pdf || word 2003 file
- J Reference Card (PDF)
- Brief Reference by Chris Burke and Clifford Reiter (PDF)
- Computers and Mathematical Notation by Kenneth E Iverson
- Easy J by Linda Alvord, Norman Thomson - pdf || Word DOC
- Math for the Layman by Kenneth E Iverson (zipped html+images)
- Exploring Math by Kenneth E Iverson (PDF)
- Arithmetic by Kenneth E Iverson (PDF)
- Calculus by Kenneth E Iverson (PDF)
- Concrete Math Companion by Kenneth E Iverson (PDF)
- J Primer

Java

- Artificial Intelligence - Foundation of Computational Agents
- Data Structures and Algorithms with Object-Oriented Design Patterns in Java
- Category wise tutorials - J2EE
- Think Java: How to Think Like a Computer Scientist - Allen B. Downey
- Introduction to Programming Using Java - David J. Eck
- Java Application Development on Linux by Carl Albing and Michael Schwarz (PDF) (PDF)
- The Java EE6 Tutorial (PDF)
- Java Thin-Client Programming
- Learning Java (4th Edition) - Patrick Niemeyer
- OSGi in Practice (PDF)
- Sun's Java Tutorials
- Thinking in Java
- Open Data Structures (in Java) (PDF)
- OOP - Learn Object Oriented Thinking & Programming - Rudolf Pecinovsky
- The Java Language Specification - James Gosling, Bill Joy, Guy Steele, Gilad Bracha
- The Java Tutorial 4th Edition - Sharon Zakhour, Scott Hommel, Jacob Royal, Isaac Rabinovitch, Tom Risser, Mark Hoeber
- Core Servlets and JavaServer Pages - Marty Hall and Larry Brown
- Introduction to Programming Using Java - David J. Eck
- Introduction to Programming in Java- Robert Sedgewick and Kevin Wayne
- Introduction to Neural Networks with Java -
- Animation/Games in Java
- Java for the Beginning Programmer
- HTTP Programming Recipes for Java Bots
- Tutorial: Java, Maven 2, Eclipse & JSF - Arulkumaran Kumaraswamipillai, Sivayini Arulkumaran
- Welcome to Java for Python Programmers - Brad Miller

Wicket

- Official Free Online Guide for Apache Wicket framework

JavaScript

- Crockford's JavaScript - Douglas Crockford
- JavaScript Garden (Maintained by Tim Ruffles)
- Eloquent JavaScript - Marijn Haverbeke
- Learning JavaScript Design Patterns - Addy Osmani
- JavaScript Bible (PDF)
- JavaScript Essentials
- jQuery Fundamentals (starts with JavaScript basics)
- Mozilla Developer Network's JavaScript Guide
- JavaScript Allongé
- O'Reilly Programming JavaScript Applications - Early Release
- The JavaScript Tutorial
- Javascript Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*
- Dev Docs
- Managing Space and Time with JavaScript - Book 1: The Basics - Noel Rappin
- The Problem with Native JavaScript APIs (PDF)
- Learn to Code JavaScript by Playing a Game
- You Don't Know JS

Angular.js

- AngularJS in 60 Minutes (PDF)

Backbone.js

- Developing Backbone.js Applications

- A Complete guide for learning Backbone.js
- Backbonejs Tutorials
- A pragmatic guide to Backbone.js apps

D3.js

- Interactive Data Visualization for the Web - Scott Murray
- D3 Tips and Tricks
- Dashing D3.js
- Interactive Data Visualization with D3

Dojo

- Dojo: The Definitive Guide - Matthew A. Russell

jQuery

- jQuery Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*

Knockout.js

- Knockout.js Succinctly (PDF, Kindle) *(Just fill the fields with any values)*

Node.js

- Mastering Node.js
- Mixu's Node Book
- The Node Beginner Book
- Node: Up and Running - Tom Hughes-Croucher

LaTeX

- The Not So Short Introduction to LaTeX (PDF)
- LaTeX Wikibook

See also TeX

Linux

- Advanced Linux Programming
- Getting Started with Ubuntu
- GNU Autoconf, Automake and Libtool
- GTK+/Gnome Application Development
- The Debian Administrator's Handbook
- The Linux Command Line (PDF)
- The Linux Development Platform (PDF) (PDF)
- Linux Device Drivers by Jonathan Corbet, Alessandro Rubini, and Greg Kroah-Hartman
- Linux Kernel in a Nutshell
- The Linux Kernel Module Programming Guide
- Programming and Using Linux Sound - in depth
- Secure Programming for Linux and Unix
- Linux from Scratch
- Ubuntu Pocket Guide and Reference
- What Every Programmer Should Know About Memory (PDF)
- Learning Debian GNU/Linux
- Upstart Intro, Cookbook and Best Practises

Lisp

- Common Lisp the Language, 2nd Edition
- Common Lisp: A Gentle Introduction to Symbolic Computation - David S. Touretzky
- Common Lisp Quick Reference
- Let Over Lambda - 50 Years of Lisp
- Natural Language Processing in Lisp
- On Lisp
- Practical Common Lisp
- Successful Lisp: How to Understand and Use Common Lisp - David Lamkins
- Sketchy LISP - Nils Holm
- Lisp Koans
- Casting Spels in Lisp
- Structure and Interpretation of Computer Programs

Lua

- Programming In Lua (for version 5)
- Programming Gems
- Lua 5.1 Reference Manual

Mathematica

- Mathematica® programming: an advanced introduction by Leonid Shifrin
- Stephen Wolfram's The Mathematica Book
- Wolfram Mathematica Tutorial Collection
- Basics of Algebra, Topology, and Differential Calculus

MATLAB

- Interactive Tutorials for MATLAB, Simulink, Signal Processing, Controls, and Computational Mathematics
- Numerical Computing with MATLAB

- Experiments with MATLAB
- MATLAB Programming
- Freshman Engineering Problem Solving with MATLAB
- An Introduction to MATLAB
- MATLAB - A Fundamental Tool for Scientific Computing and Engineering Applications - Volume 1
- Applications of MATLAB in Science and Engineering
- MATLAB for Engineers: Applications in Control, Electrical Engineering, IT and Robotics
- MATLAB - A Ubiquitous Tool for the Practical Engineer
- Physical Modeling in MATLAB - Alan B. Downey

Maven

- Better Builds with Maven
- Maven by Example
- Maven: The Complete Reference
- Repository Management with Nexus
- Developing with Eclipse and Maven

Mercurial

- Mercurial: The Definitive Guide -
- HGInit - Mercurial Tutorial by Joel Spolsky

MySQL

- MySQL Tutorial Excerpt

.NET (C# / VB / Nemerle / Visual Studio)

- C# Essentials
- C# Programming - Wikibook
- C# Yellow Book (intro to programming)
- Charles Petzold's .NET Book Zero
- Data Structures and Algorithms with Object-Oriented Design Patterns in C#
- Entity Framework
- Fundamentals of Computer Programming with C# - Svetlin Nakov
- Moving to Microsoft Visual Studio 2010
- Nemerle (PDF)
- Threading in C#
- Visual Basic Essentials
- Visual Studio Tips and Tricks (VS 2003-2005 only)
- Under the Hood of .NET Memory Management (PDF) *(RedGate, By Chris Farrell and Nick Harrison)*
- Practical Performance Profiling: Improving the efficiency of .NET code *(RedGate, By Jean-Philippe Gouigoux)*
- .NET Performance Testing and Optimization - The Complete Guide *(RedGate, By Paul Glavich and Chris Farrell)*
- HTTP Programming Recipes for C# Bots

NoSQL

- CouchDB: The Definitive Guide
- The Little MongoDB Book
- The Little Redis Book
- The Little Riak Book
- Graph Databases
- MongoDB Koans

Oberon

- Programming in Oberon (PDF)
- Object-Oriented Programming in Oberon-2 (PDF)

Objective-C

- Programming With Objective-C (PDF)
- Object-Oriented Programming with Objective-C (PDF)
- Objective-C Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*

OCaml

- Introduction to Objective Caml (PDF)
- Objective Caml for Scientists (first chapter only)
- Unix System Programming in OCaml
- Developing Applications With Objective Caml
- Real World OCaml
- Think OCaml - Allen B. Downey and Nicholas Monje

Octave

- Octave Programming

OpenGL ES

- iPhone 3D Programming - Developing Graphical Applications with OpenGL ES - Philip Rideout

OpenSCAD

- OpenSCAD User Manual

Oracle Server

- Oracle's Guides and Manuals

Oracle PL/SQL

- PL/SQL Language Reference
- PL/SQL Packages and Types Reference
- Steven Feuerstein's PL/SQL Obsession - Videos and Presentations

Parrot / Perl 6

- Using Perl 6 (work in progress)

Perl

- Beginning Perl
- Embedding Perl in HTML with Mason
- Essential Perl (PDF)
- Extreme Perl
- Higher-Order Perl
- The Mason Book
- Mastering Perl - Bryan D Foy
- Modern Perl 5
- Perl & LWP
- Perl for the Web
- Perl Free Online EBooks (meta-list)
- Learning Perl The Hard Way
- Practical mod_perl
- Web Client Programming with Perl
- Plack Handbook
- Exploring Programming Language Architecture in Perl
- SDL::Manual Writing Games in Perl

PHP

- PHP Essentials
- PHP: The Right Way
- Practical PHP Programming (wiki containing O'Reilly's *PHP In a Nutshell*)
- Symfony2
- Zend Framework: Survive the Deep End
- Laravel Framework
    - Official Documentation (Offline Version)
- Drupal Framework
    - High Performance Drupal - Jeff Sheltren, Narayan Newton, and Nathaniel Catchpole
    - Drupal 7
        - The Tiny Book of Rules (PDF)
        - Master Drupal in 7 hours (PDF)
    - Drupal 8
- PHP Internals Book
- PHP Best Practices
- PHP Programming
- PHP with Guru99
- Practical Php Testing
- Practical PHP Programming

PowerShell

- Mastering PowerShell

Processing

- The Nature of Code: Simulating Natural Systems with Processing

Prolog

- Adventure in Prolog
- Applications of Prolog
- Building Expert Systems in Prolog
- Introduction to Prolog for Mathematicians
- Learn Prolog Now!
- Logic, Programming and Prolog (2ed)
- Natural Language Processing Techniques in Prolog
- Prolog Techniques
- Simply Logical
- Visual Prolog 7.2 for Tyros (PDF)

PostgreSQL

- Practical PostgreSQL

Python

- Byte of Python
- Data Structures and Algorithms in Python
- Dive into Python - Mark Pilgrim
- Dive into Python 3 - Mark Pilgrim
- Google's Python Class
- Hacking Secret Cyphers with Python - Al Sweigart
- Hitchiker's Guide to Python!
- How to Think Like a Computer Scientist: Learning with Python - Allen B. Downey, Jeff Elkner and Chris Meyers
    - How to Think Like a Computer Scientist: Learning with Python, Interactive Edition
- Introduction to Programming Using Python - Cody Jackson
- Invent Your Own Computer Games With Python - Al Sweigart

- Learn Python The Hard Way
- Lectures on scientific computing with python - J.R. Johansson
- Making Games with Python & Pygame - Al Sweigart
- Natural Language Processing with Python
- Porting to Python 3: An In-Depth Guide
- Program Arcade Games With Python And Pygame
- Python Bibliotheca
- Python Cookbook - David Beazley
- Python for Fun
- Python for Informatics: Exploring Information
- Python for you and me
- Python Practice Book
- Python Programming - PDF
- Python Scientific Lecture Notes
- Snake Wrangling For Kids
- The Art and Craft of Programming
- The Programming Historian - William J. Turkel, Adam Crymble and Alan MacEachern
- Think Python - Allen B. Downey
- Problem Solving with Algorithms and Data Structures
- Python Module of the Week
- Wikibooks: Python Programming
- Python Koans
- Test-Driven Web Development with Python
- Python Standard Library - Fredrik Lundh
- Building Skills in Python
- Building Skills in Object-Oriented Design (Python)
- Text Processing in Python - David Mertz
- Welcome to Problem Solving with Algorithms and Data Structures - Brad Miller and David Ranum

Django

- Djen of Django
- Django by Example
- Django by Example for Django 1.5
- Tango With Django
- Deploy Django

Flask

- The Flask Mega-Tutorial - Miguel Grinberg

R

- The R Inferno (PDF) - Patrick Burns
- The R Manuals
- The R Language
- R by example
- Introduction to Probability and Statistics Using R (PDF) - G. Jay Kerns
- Advanced R Programming
- R practicals (PDF)
- R for spatial analysis (PDF)
- Learning Statistics with R - Daniel Navarro
- R language for Programmers - John D. Cook
- R Programming
- Practical Regression and Anova using R (PDF) - Julian J. Faraway

Racket

- Programming Languages: Application and Interpretation
- The Racket Guide

Ruby

- The Bastards Book of Ruby
- Learn Ruby the hard way
- MacRuby: The Definitive Guide
- Mr. Neighborly's Humble Little Ruby Book
- Programming Ruby
- Why's (Poignant) Guide to Ruby (mirror)
- Ruby Hacking Guide
- Ruby Best Practices (PDF)
- RubyMonk - Interactive Ruby tutorials
- A community-driven Ruby style guide
- CodeCademy Ruby
- How To Think Like a Computer Scientist: Learning With Ruby
- Ruby in Twenty Minutes
- Ruby Essentials
- Ruby User's Guide
- Ruby Programming
- Ruby Learning
- Try Ruby
- Ruby Koans
- Ruby User's Guide
- The Little Book Of Ruby
- Mr. Neighborly's Humble Little Ruby Book
- Learn to Program, by Chris Pine

RSpec

- Better Specs (RSpec Guidelines with Ruby)

Sinatra

- Sinatra Book

Ruby on Rails

- Ruby on Rails Tutorial: Learn Rails By Example
- Objects on Rails
- Ruby on Rails Guides
- A community-driven Rails style guide
- Upgrading to Rails 4
- Rails Girls Guides
- Geekcamp Ruby on Rails Guides

Rust

- Rust for Rubyists

Sage

- The Sage Manuals
- Sage for Newbies - Ted Kosan
- Sage for Power Users (PDF) - William

Scala

- Another tour of Scala
- Effective Scala
- Exploring Lift (published earlier as "The Definitive Guide to Lift", PDF)
- Lift
- Lift Cookbook - Richard Dallaway
- Pro Scala: Monadic Design Patterns for the Web
- Programming in Scala, First Edition
- Programming Scala
- Scala By Example (PDF)
- Scala School by Twitter
- A Scala Tutorial for Java programmers (PDF)
- Xtrace

Scheme

- Concrete Abstractions: An Introduction to Computer Science Using Scheme
- The Scheme Programming Language Edition 3, Edition 4
- Simply Scheme: Introducing Computer Science
- Teach Yourself Scheme in Fixnum Days

Scilab

- Introduction to Scilab
- Programming in Scilab
- Writing Scilab Extensions

Scratch

- Computer Science Concepts in Scratch

Sed

- Sed - An Introduction and Tutorial

Silverlight

- 10 Laps around Silverlight 5

Smalltalk

- Computer Programming using GNU Smalltalk (PDF)
- Dynamic Web Development with Seaside
- Free Online Smalltalk Books (meta-list)
- Pharo by Example (Smalltalk DE)
- Squeak By Example (Smalltalk IDE)

Subversion

- Subversion Version Control (PDF)
- Version Control with Subversion

SQL (implementation agnostic)

- Developing Time-Oriented Database Applications in SQL
- Use The Index, Luke!: A Guide To SQL Database Performance
- Learn SQL The Hard Way
- SQL For Web Nerds

SQL Server

- Introducing Microsoft SQL Server 2008 R2
- Introducing Microsoft SQL Server 2012
- SQL Server 2012 Tutorials: Reporting Services
- SQL Server Execution Plans (PDF) *(RedGate, By Grant Fritchey)*

- Defensive Database Programming (PDF) *(RedGate, By Alex Kuznetsov)*
- SQL Server Execution Plans, Second Edition (PDF) *(RedGate, By Grant Fritchey)*
- Inside the SQL Server Query Optimizer *(RedGate, By Benjamin Nevarez)*
- SQL Server Transaction Log Management *(RedGate, By Tony Davis and Gail Shaw)*
- The Art of SQL Server FILESTREAM *(RedGate, By Jacob Sebastian and Sven Aelterman)*
- SQL Server Concurrency: Locking, Blocking and Row Versioning *(RedGate, By Kalen Delaney)*
- SQL Server Backup and Restore *(RedGate, By Shawn McGehee)*
- Troubleshooting SQL Server: A Guide for the Accidental DBA *(RedGate, By Jonathan Kehayias and Ted Krueger)*
- SQL Server Hardware *(RedGate, By Glenn Berry)*
- SQL Server Statistics *(RedGate, By Holger Schmeling)*
- Performance Tuning with SQL Server Dynamic Management Views *(RedGate, By Tim Ford and Louis Davidson)*
- Brad's Sure Guide to SQL Server Maintenance Plans *(RedGate, By Brad McGehee)*
- Best of SQLServerCentral.com Vol 7 *(RedGate, By SQLServerCentral Authors)*
- Protecting SQL Server Data *(RedGate, By John Magnabosco)*
- SQL Server Tacklebox *(RedGate, By Rodney Landrum)*
- How to Become an Exceptional DBA *(RedGate, By Brad McGehee)*
- SQL Server Stumpers Vol.5 *(RedGate, By SQLServerCentral Authors)*
- Mastering SQL Server Profiler *(RedGate, By Brad McGehee)*

Teradata

- Teradata Books

TeX

- TeX for the Impatient, by Paul Abrahams, Kathryn Hargreaves, and Karl Berry
- Notes On Programming in TeX (PDF) by Christian Feursänger
- TeX by Topic, A TeXnician's Reference, by Victor Eijkhout
- The Computer Science of TeX and LaTeX, by Victor Eijkhout

See also LaTeX

Theory

- Networks, Crowds, and Markets: Reasoning About a Highly Connected World
- Homotopy Type Theory: Univalent Foundations of Mathematics (PDF)

TypeScript

- TypeScript Succinctly, Syncfusion (PDF, Kindle) *(Just fill the fields with any values)*

Unix

- A User's Guide for GNU AWK

Vim

- A Byte of Vim
- Vim Recipes (PDF)
- Vi Improved -- Vim (PDF) by Steve Oualline
- Learn Vimscript the Hard Way
- Learn Vim Progressively

Websphere

- Getting started with WebSphere (PDF)

Windows Phone

- Programming Windows Phone 7
- Windows Phone Programming Blue Book
- Developing An Advanced Windows Phone 7.5 App That Connects To The Cloud

Windows 8

- Programming Windows 8 Apps with HTML, CSS, and JavaScript

Reference : The list is taken from

You may also like to see:

- **Design Patterns : Singleton Pattern**
- **Best Resources to learn JavaScript**