

程序员必备：100本免费编程图书

📖 3 小时前 • 📁 程序人生 (<http://info.9iphp.com/category/programing-life/>) • 💬 2条评论 (<http://info.9iphp.com/100-best-free-programming-books/#comments>)



编程是计算机科学中一个非常复杂且重要的任务。我们在计算机系统、移动手机或其他地方所享受的，都是程序员通过无尽的努力开发出来的。编程分两种类型：机器水平的和高级编程。大多数程序员都依赖于高级编程。编程就是利用一些预定义的规则和资源，通过重复不断的使用，为社会或客户开发出有创造性的、新颖的、实用的以及美好的东西。你需要做的就是学习需要遵循的语法规则，然后利用这些以及你的创造性来进行开发。但这并不像听起来这么简单，你需要花费大量的时间来进行学习和实践。

当你学习编程的时候，会有很多的资源可以用来尝试，如在线课程等，而其中最重要最有效的方式就是通过传统的书籍。我们所有的知识都通过书籍来学习。此外，通过书籍来学习编程这样一门精确任务是最好的选择。我们这里整理了一些免费的书籍，其中包括C、C++、JavaScript、JAVA、Perl、Python、Ruby、PHP等等。

线上或者线下商店里有很多程序员、作者编写的书，选择一本正确的书是非常重要的。下面是一些免费的编程书籍列表：

JavaScript

1) JAVASCRIPT – THE RIGHT WAY (<http://jstherightway.org/>)

JavaScript

The Right Way

2) HUMAN JAVASCRIPT (<http://read.humanjavascript.com/>)

3) ELOQUENT JAVASCRIPT: AN OPINIONATED GUIDE TO PROGRAMMING (<http://eloquentjavascript.net/>)

4) BUILDING A JAVASCRIPT FRAMEWORK
(<http://dailyjs.com/2010/12/02/framework-review/>)

5) INTRODUCTION TO JAVASCRIPT (<http://sislands.com/coin70/>)

6) JAVASCRIPT IN 24 HOURS
([http://www.informit.com/library/library.aspx?
b=STY_JavaScript_24_hours](http://www.informit.com/library/library.aspx?b=STY_JavaScript_24_hours))

7) JAVASCRIPT COOKBOOK
(<http://chimera.labs.oreilly.com/books/1234000001681/index.html>)

8) ESSENTIAL JAVASCRIPT AND JQUERY DESIGN PATTERNS
(<http://addyosmani.com/blog/essentialjsdesignpatterns/>)

9) PPK ON JAVASCRIPT
(<http://www.quirksmode.org/js/contents.html>)

10) THE PROBLEM WITH NATIVE JAVASCRIPT APIS

(<http://chimera.labs.oreilly.com/books/1234000001655>)

11) CORE JAVASCRIPT GUIDE

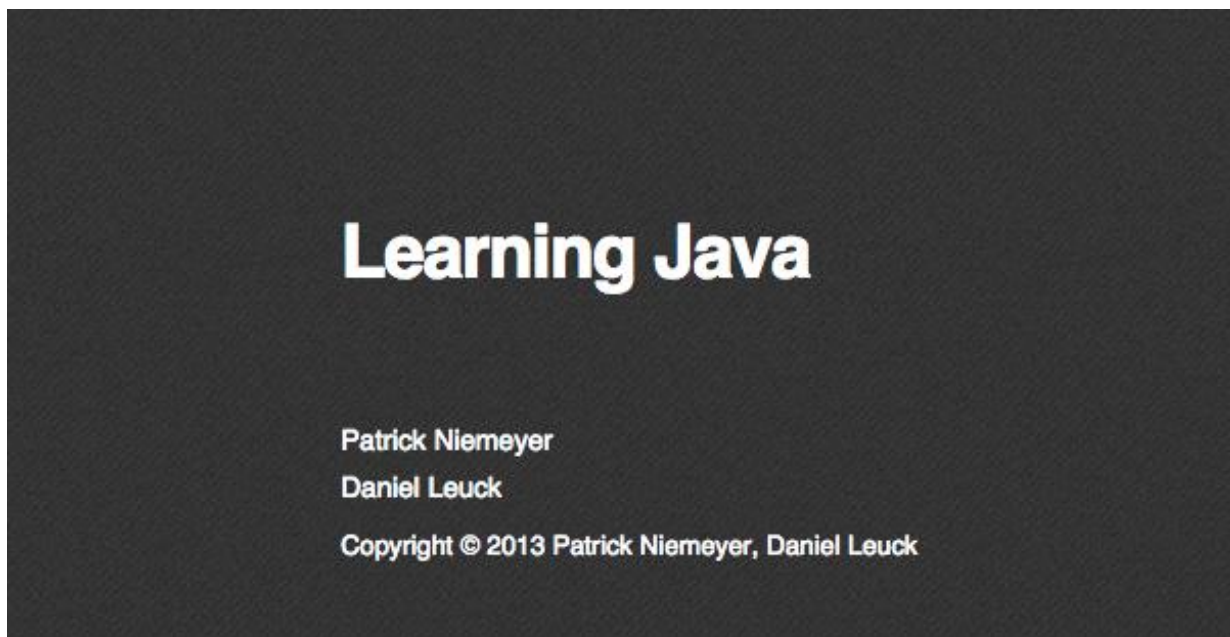
(<http://www.jsdb.org/jsguide/index.html>)

12) BUILDING ANDROID APPS WITH HTML, CSS, AND JAVASCRIPT (<https://jonathanstark.com/android-book>)

JAVA

13) LEARNING JAVA

(<http://chimera.labs.oreilly.com/books/1234000001805/index.html>)



14) QUICKTIME FOR JAVA: A DEVELOPER'S NOTEBOOK

(http://commons.oreilly.com/wiki/index.php/QuickTime_for_Java:_A_Developer%27s_Notebook)

15) EVALUATING JAVA FOR GAME DEVELOPMENT

(<http://java.coe.psu.ac.th/FreeOnline/Evaluating%20Java%20for%20Game%20Development.pdf>)

16) OBJECT ORIENTED PROGRAMMING USING JAVA

(<http://bookboon.com/en/textbooks/it-programming/object-oriented-programming-using-java>)

17) PROCESSING XML WITH JAVA

(<http://www.cafeconleche.org/books/xmljava/>)

18) JAVA DISTRIBUTED COMPUTING

(<http://www.cs.ait.ac.th/~on/O/oreilly/java-ent/dist/index.htm>)

19) BREWING JAVA: A TUTORIAL

(<http://www.cafeaulait.org/javatutorial.html>)

20) INTRODUCTION TO WEB SERVICES WITH JAVA

(<http://bookboon.com/en/introduction-to-web-services-with-java-ebook>)

21) JAVA ENTERPRISE PERFORMANCE

(<http://javabook.compuware.com/content/start.aspx>)

22) ADVANCED PROGRAMMING FOR THE JAVA 2 PLATFORM

(<http://java.sun.com/developer/onlineTraining/Programming/JDCBook/index.html>)

23) JAVA EE 6 TUTORIAL, VOLUME I

(<http://java.sun.com/javaee/6/docs/tutorial/doc/>)

24) THE JAVA VIRTUAL MACHINE SPECIFICATION, 2ND EDITION

(http://java.sun.com/docs/books/jvms/second_edition/html/VMSpecTOC.doc.html)

25) JAVA SWING TUTORIAL

(<http://zetcode.com/tutorials/javaswingtutorial/>)

26) FREE JAVA BOOK

(http://people.highline.edu/tostrander/142/free_java_book/)

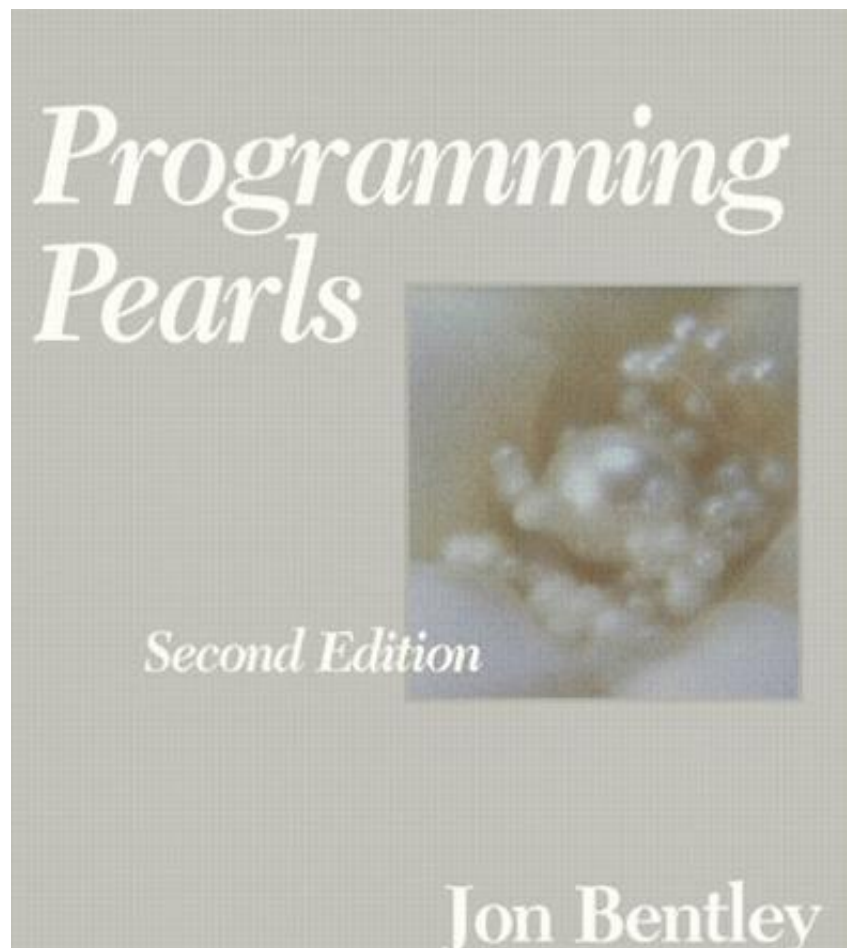
27) OBJECT-ORIENTED PROGRAMMING IN JAVA

(<http://computing.southern.edu/halterman/OOPJ/>)

PERL

28) PROGRAMMING PERL

(http://www.amazon.com/gp/product/0201657880/ref=as_li_qf_sp_asin_il_tl)



29) BEGINNING PERL (<http://www.perl.org/books/beginning-perl/>)

30) USING PERL 6 (<https://github.com/perl6/book/downloads>)

31) EXTREME PROGRAMMING IN PERL

(<http://www.extremeperl.org/bk/home>)

32) EXPLORING PROGRAMMING LANGUAGE ARCHITECTURE IN PERL (<http://billhails.net/Book/>)

33) PERL FOR BEGINNERS (<http://bookboon.com/en/textbooks/it-programming/perl-for-beginners>)

34) PRACTICAL PERL PROGRAMMING
(<http://www.cs.cf.ac.uk/Dave/PERL/>)

35) MODERN PERL
(http://www.onyxneon.com/books/modern_perl/index.html)

36) LEARNING PERL THE HARD WAY
(<http://www.greenteapress.com/perl/>)

PHP

37) PHP THE RIGHT WAY (<http://www.phptherightway.com/>)

PHP

The Right Way.

38) THE ORACLE PHP COOKBOOK
(<http://www.oracle.com/technetwork/articles/index-091900.html>)

39) CODE BRIGHT FOR LARAVEL PHP
(<http://daylerees.com/codebright>)

40) PHP SECURITY GUIDE (<http://phpsec.org/>)

41) ADVANCED CAKEPHP TIPS (http://www.wric.mu.ac.in/news-letter.php?action=download&news_letter_id=1)

42) PHP PROGRAMMING
(http://en.wikibooks.org/wiki/PHP_Programming)

43) PRACTICAL PHP PROGRAMMING
(<http://www.tuxradar.com/practicalphp>)

44) PHP PROGRAMMING
(<https://dl.dropboxusercontent.com/u/31779972/PHP%20Programming.pdf>)

45) PRACTICAL PHP TESTING
(<http://giorgiosironi.blogspot.com/2009/12/practical-php-testing-is-here.html>)

PYTHON

46) LEARN PYTHON – THE HARD WAY
(<http://learnpythonthehardway.org/book/>)

Learn Python The Hard Way, 3rd Edition

By Zed A. Shaw

47) THINK PYTHON: AN INTRODUCTION TO SOFTWARE DESIGN
(<http://www.greenteapress.com/thinkpython/thinkpython.html>)

48) PYTHON COOKBOOK

(<http://chimera.labs.oreilly.com/books/1230000000393>)

49) PYTHON PROGRAMMING

(http://en.wikibooks.org/wiki/Python_Programming)

50) AN INTRODUCTION TO PYTHON

(<http://beastie.cs.ua.edu/cs150/book/>)

51) HOW TO WRITE YOUR OWN SOFTWARE USING PYTHON

(<http://www.itmaybeahack.com/homepage/books/nonprogrammer.html>)

52) DESIGN PATTERNS IN PYTHON

(<http://dpip.testingperspective.com/>)

53) A MULTIMEDIA COOKBOOK IN PYTHON

(<http://coweb.cc.gatech.edu/mediaComp-plan/>)

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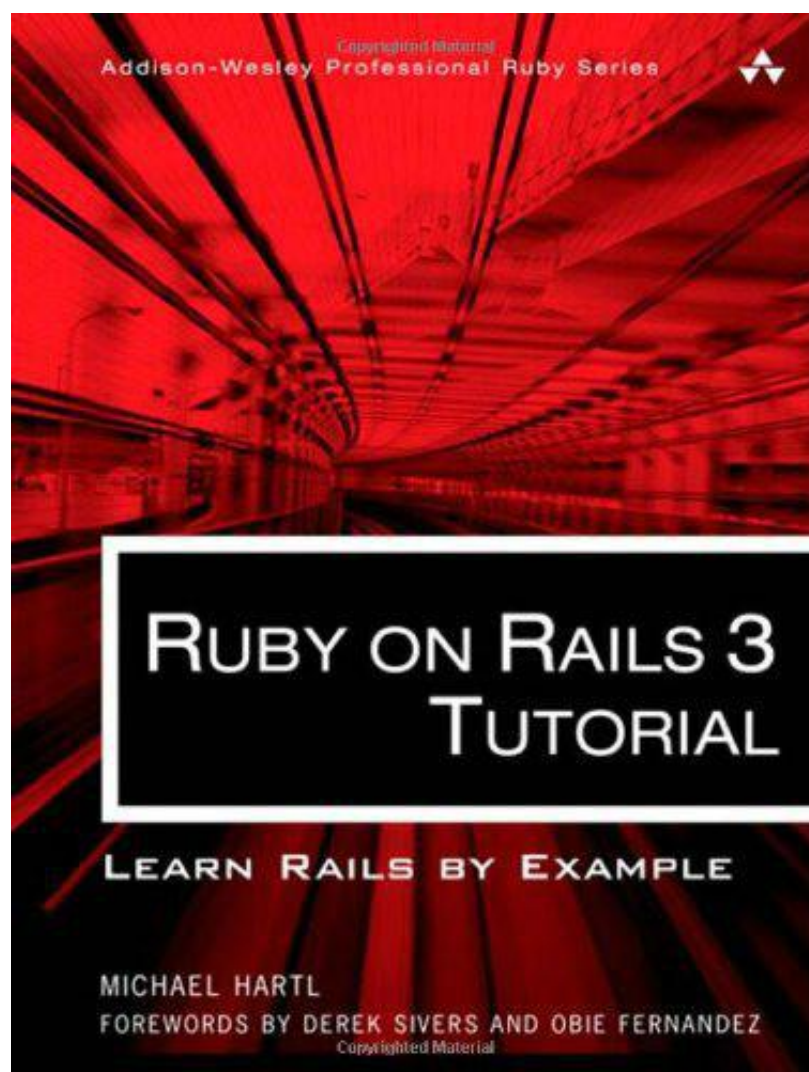
54) DATA STRUCTURE ALGORITHM

(<http://dotnetslackers.com/Community/files/folders/30283/download.aspx>)



RUBY ON RAILS

55) RAILS TUTORIAL (<http://www.railstutorial.org/book>)



56) Ruby Essentials

(http://www.techotopia.com/index.php/Ruby_Essentials)

57) RUBY PROGRAMMING

(http://en.wikibooks.org/wiki/Ruby_Programming)

58) MACRUBY: THE DEFINITIVE GUIDE (<http://www.macruby.org/>)

59) RUBY USER'S GUIDE (<http://www.rubyist.net/~slagell/ruby/>)

60) LEARN RUBY THE HARD WAY

(<http://ruby.learncodethehardway.org/>)

61) RUBY ON RAILS SECURITY (<http://www.rorsecurity.info/the-book>)

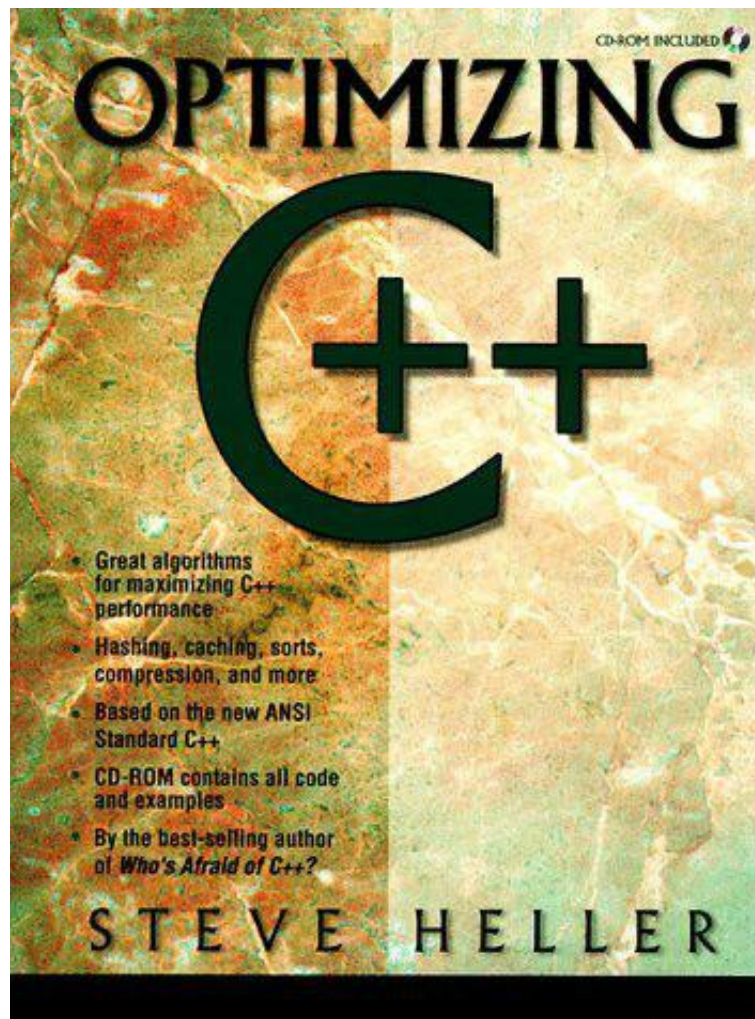
62) PROGRAMMING RUBY- PROGRAMMER'S GUIDE

(<http://www.ruby-doc.org/docs/ProgrammingRuby/>)

63) THE BOOK OF RUBY (<http://www.sapphiresteel.com/the-book-of-ruby>)

C/C++ BOOKS

64) OPTIMIZING C ++ (<http://www.stevheller.com/opt/>)



65) INDUSTRIAL STRENGTH C++

(<http://sannabremo.se/nyquist/industrial/>)

66) HASKELL TUTORIAL FOR C PROGRAMMERS

(http://www.haskell.org/haskellwiki/Haskell_Tutorial_for_C_Programmers)

67) DEBUGGING C AND C++ CODE IN A UNIX ENVIRONMENT

(<http://oopweb.com/Cpp/Documents/DebugCpp/VolumeFrames.html>)

68) C++ REFERENCE GUIDE

(<http://www.informit.com/guides/guide.aspx?g=cplusplus>)

69) C PROGRAMMING TUTORIAL

(<http://markburgess.org/CTutorial/CTutorial.html>)

70) VISUAL C++ 6 UNLEASHED

(http://www.informit.com/library/library.aspx?b=Visual_C_PlusPlus)

71) STRUCTURED PROGRAMMING WITH C++

(<http://bookboon.com/en/textbooks/it-programming/structured-programming-with-c-plus-plus>)

72) MASTERING C++

(<http://www.scribd.com/doc/55061440/Mastering-C-by-KR-Venugopal>)

73) OPTIMIZING SOFTWARE IN C++ (<http://www.agner.org/>)

74) BEGINNING C++ THROUGH GAME PROGRAMMING

(<http://proquest.safaribooksonline.com/book/programming/cplusplus/9781435457423>)

75) LEARNING TO DRAW BASIC GRAPHICS IN C++

(<http://www.informit.com/articles/article.aspx?p=328647>)

76) THE BOOST C++ LIBRARIES

(<http://en.highscore.de/cpp/boost/index.html>)

77) MAKE A COMPUTER OPERATING SYSTEM IN C++

(<https://github.com/SamyPesse/How-to-Make-a-Computer-Operating-System>)

78) STANDARD C++ LIBRARY REFERENCE

(<http://www.ucsc.canterbury.ac.nz/UCSC%20userdocs/ForUCSCWebsite/C/AIX/stdlib.pdf>)

79) C++ GUI PROGRAMMING WITH QT 4 (<http://grimaldi.univ-tln.fr/Qt/C++-GUI-Programming-with-Qt-4-1st-ed.pdf>)

80) PARALLEL PROGRAMMING WITH MICROSOFT VISUAL C++
(<http://msdn.microsoft.com/en-us/library/gg675934.aspx>)

81) FUNDAMENTALS OF C++ PROGRAMMING
(<http://python.cs.southern.edu/cppbook/progcpp.pdf>)

82) C++ PROGRAMMING FOR SCIENTISTS
(<http://math.nist.gov/~RPozo/c++class/>)

83) C++ GUI PROGRAMMING WITH QT 3
(<http://www.informit.com/store/product.aspx?isbn=0131240722>)

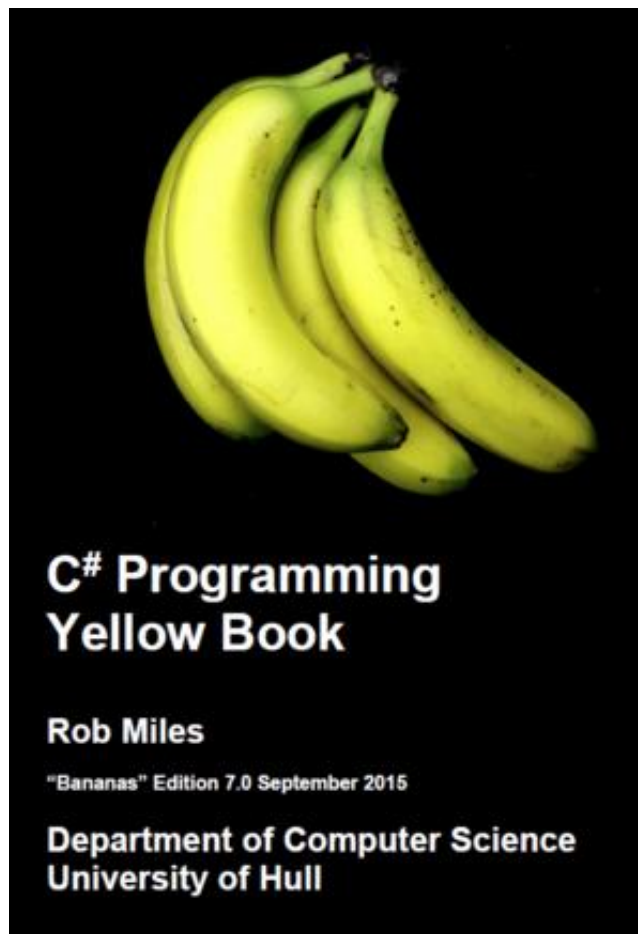
84) C++ COURSE (<http://www.vias.org/cppcourse/>)

85) C++ HACKER'S GUIDE
(<http://www.oualline.com/books.free/free-books.html>)

86) A GUIDE FOR C AND C++ PROGRAMMERS
(<http://www.adahome.com/Ammo/cpp2ada.html>)

C# BOOKS

87) C# DEVELOPMENT (<http://www.robmiles.com/c-yellow-book/>)



88) C# PROGRAMMING

(http://en.wikibooks.org/wiki/C_Sharp_Programming)

89) GAME PROGRAMMING

(https://dl.dropboxusercontent.com/u/31779972/Game_Programming_lecture.pdf)

90) THE PASCAL PROGRAMMING LANGUAGE (<http://pascal-central.com/ppl/>)

91) NEW LISP

(http://en.wikibooks.org/wiki/Introduction_to_newLISP)

92) LEARN PROLOG NOW! (<http://www.learnprolognow.org/>)

93) ARTIFICIAL INTELLIGENCE THROUGH PROLOG

(<http://faculty.nps.edu/ncrowe/book/book.html>)

94) VISUAL BASIC ESSENTIALS

(http://www.techotopia.com/index.php/Visual_Basic_Essentials)

95) COMPUTER GRAPHICS

(<http://www.intechopen.com/books/computer-graphics>)

96) ADA PROGRAMMING

(http://en.wikibooks.org/wiki/Ada_Programming)

97) JQUERY FUNDAMENTALS (<http://jqfundamentals.com/>)

98) ANDROID COOKBOOK

(<http://androidcookbook.com/home.seam>)

99) PROGRAMMING ANDROID (http://books.google.com/books?id=bKo_1uED72EC&lpg=PP1&pg=PP1#v=onepage&q&f=false)

100) MACHINE LANGUAGE FOR BEGINNERS

(<http://www.atariarchives.org/mlb/>)