BASIC THEORETICAL QUESTIONS

1. Mathematics
   Rod Haggarty. Discrete Mathematics for Computing
2. Computer architecture
   Charles Petzold. Code: The Hidden Language of Computer Hardware and Software
   Andrew Tanenbaum. Structured Computer Organization
3. Computer networks
   Andrew Tanenbaum. Computer Networks

LANGUAGE

1. Herbert Schildt. C++: A Beginner's Guide
2. Scott Meyers. Effective Modern C++: 42 Specific Ways to Improve Your Use of C++11 and C++14
3. Herb Sutter. C++ Coding Standards
4. Anthony Williams. C++ Concurrency in Action: Practical Multithreading
5. C++ Core Guidelines NIX

OOP

1. Grady Booch: Object-Oriented Analysis and Design with Applications
2. E. Gamma, R. Helm, R. Johnson, J. Vlissides: Design Patterns: Elements of Reusable Object-Oriented Software

LIBRARIES/FRAMEWORK

1. STL Library
   - Scott Meyers. Effective STL
   - Josuttis Nicolai M. C++ Standard Library
   - Jacek Galowicz. C++ standard template library

2. boost Library
3. WTL Library
4. Qt Framework

- Max Schlee: Qt 5.10: C++ Professional Programming 5. COM
- Dale Rogerson: Inside COM

OPERATING SYSTEMS

1. WIN32 – Jeffrey Richter, Christoph Nasarre: Windows via C/C++
2. Linux – Robert Love: Linux System Programming, 2nd Edition

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