Good Books

Below is the best books (IMHO) in most of areas covered in this class.

Programming Languages

B.J. MacLennan (1999)
Principles of Programming Languages, Third Edition
Oxford. ISBN 0-19-511306-3

M.L. Scott (2000)
Programming Language Pragmatics
Morgan-Kauffman. ISBN 1-55860-442-1

R.W. Sebesta (1999)
Concepts of Programming Languages, Fourth Edition
Addison-Wesley. ISBN 0-201-38596-1

Functional Programming

B.J. MacLennan (1990)
Functional Programming; Practice and Theory
Addison-Wesley. ISBN 0-201-13744-5

R. Plasmeijer and M vanEekelen (1993)
Functional Programming and Parallel Graph Rewriting
Addison-Wesley. ISBN 0-201-41663-8

Programming Theory

N.D. Jones (1997)
Computability and Complexity from a Programming Perspective
MIT Press. ISBN 0-262-10064-9

Data Structures, Algorithms and Programming

H. Abelson and G.J. Sussman (1996)
Structure and Interpretation of Computer Programs, Second Edition
McGraw-Hill. ISBN 0-07-000484-6

Comprehensive Reference on Algorithms

T.H. Cormen, C.E. Leiserson, and R.L. Rivest (1990)
Introduction to Algorithms
MIT Press. ISBN 0-07-013143-0

Very High-level Programming

S. Wolfram (1996)
The Mathematica Book, Third Edition
Wolfram Media, Cambridge U. Press. ISBN 0-521-58889-8

Theory of Computation Complexity

J.E. Savage (1998)
Models of Computation
Addison-Wesley. ISBN 0-201-89539-0

Computer Architecture

J.L. Hennessy and D.A. Patterson (1996)
Computer Architecture: A Quantitative Approach, Second Edition
Morgan-Kaufmann. ISBN 1-55860-329-8

R.Y. Kain (1996)
Advanced Computer Architecture
Prentice-Hall. ISBN 0-13-007741-0

Compilers

S.S. Muchnick (1997)
Advanced Compiler Design and Implementation
Morgan-Kaufmann. ISBN 1-55860-320-4

Understanding Computing in Simple Language

R. P. Feynman (A.J.G. Hey and R.W. Allen, Eds) (1996)
Feynman Lectures on Computation
Addison-Wesley. ISBN 0-201-48991-0

Programming Style

D.E. Knuth (1992)
Literate Programming
CSLI. ISBN 0-9370-7380-6