

UNIX

- [pv\(1\) - Linux manual page](#)
- [dialog\(1\): dialog boxes from shell scripts - Linux man page](#)
- [read man page](#)
- [IDA Free](#)
- [Valgrind](#)
- [Reverse Engineering Resources](#)
- [Alternatives to popular CLI tools: hexdump - LinuxLinks](#)
- [Top 5 Hex Editors for Linux \[GUI and CLI Tools\]](#)
- [How to Use Linux Hexdump Command with Practical Examples](#)
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Tools

- [GitHub - SpartanJ/encode: Lightweight multi-platform code editor designed for modern hardware with a focus on responsiveness and performance.](#)
- [intel/intel-one-mono: Intel One Mono font repository](#)
- [Doxygen: Doxygen](#)
- [Ghidra](#)

Google Apps Script

- [Fiddler - A functional approach to fiddling with sheet data - Desktop Liberation](#)
- [Introducing validator.gs — an open-source library of string validation for Apps Script projects](#)
- [mail-merge/Code.gs at main · wouterstoter/mail-merge · GitHub](#)
- [Mail-Merge-with-Google-App-Scripts/Code.gs at main · gostephen/Mail-Merge-with-Google-App-Scripts · GitHub](#)
- [Google-Sheets-Mail-Merge/mail-merge-script.js at main · cwg83/Google-Sheets-Mail-Merge · GitHub](#)
- [custom-crm-gs-js/gmail_reader.gs.js at main · steven-kollo/custom-crm-gs-js · GitHub](#)
- [gas_slides_proj/Code.gs at main · darellelogram/gas_slides_proj · GitHub](#)
- [david097/GAS-Mail-Merge-with-inline-images: Google Apps Script - Mail Merge with Inline images.](#)
- [scriptHaus/GASmerge: A simple Google Sheets mail merge tool using Google Apps Script](#)
- [mailmerge/sendEmails.gs at master · samanthasunne/mailmerge · GitHub](#)
- [Google Doc Clean HTML Output, powered by Apps Script](#)
- [CSS package for Editor Add-ons | Apps Script | Google for Developers](#)
- [Building the Ultimate Google Apps Script Front Ends, Part 1: Bundling with Vite !\[\]\(30a147af384f9f71632c2ff17bc706c8_img.jpg\) - AppsScriptPulse](#)

Other IT

- [Research programme in quantum communications begins with the involvement of the UAB - Universitat Autònoma de Barcelona - UAB Barcelona](#)
- [Vznik mikrořadičů: čtyřbitový čip TMS 1000 - Root.cz](#)
- [Sedmdesátiny assemblerů: lidský čitelný strojový kód - Root.cz](#)
- [Vintage is The New Old – Vintage is the New Old, Retro Games News, Retro Gaming, Retro Computing](#)
- [ESMAJ](#) string matching
- Reverse [Tutorials](#) | [Zero Day Arcade](#)
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Other

- [Myčku vyndáváme oba, ale jen já musím všechno držet v hlavě. Neviditelná práce manažerky domácnosti | Heroine.cz](#)
- [Jan Sokol a Zdeněk Pinc: Zakládat fakultu jsme nechtěli - Fakulta humanitních studií Univerzity Karlovy](#)
- [pfm :: Precision and Future Medicine](#)
- [Kapitel 2: Agent der Abwehr – PemperWiki](#)
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Concatenative

- [Cognate: Readable and concise concatenative programming](#)
- [io guide](#)
- [io language](#)
- [The Joy Programming Language - By Manfred Von Thun](#)
- [gnooth/feline: Feline, a concatenative programming language \(Windows and Linux x86-64\). Early days.](#)
- [cthulhuology/firth: Firth is an experimental modern Forth for 64bit x86_64 processors](#)
- [cthulhuology/forth: a x86_64 forth implemented in forth](#)
- [GitHub - matematikaadit/jombloforth: Minimal FORTH interpreter for 64-bit Linux systems. Based on jonesforth.](#)
- [GitHub - matematikaadit/jombloforth: Minimal FORTH interpreter for 64-bit Linux systems. Based on jonesforth.](#)
- [The Concatenative Language XY](#)
- [GitHub - klapauciusisgreat/jonesforth-MacOS-x64: JonesFORTH port to MacOS Catalina \(x64\)](#)
- [mauriciotogneri/jan: Purely functional programming language with an ultra minimalist syntax that uses prefix notation to apply functions and operators within expressions.](#)

Other langs

- [grahamedgecombe/tiny-basic-compiler](#): A simple Tiny BASIC compiler which targets x86-64 Linux machines.
- [The V Programming Language · GitHub](#)

Assembly

- **IA-32 assembly** [Assembly on MacOS X](#)
- **x86 and amd64 instruction reference**
- Software optimization resources [Software optimization resources. C++ and assembly. Windows, Linux, BSD, Mac OS X](#)
- **NASM Tutorial**
- ? [macos - Closing a file in x86_64 nasm assembly on mac - Stack Overflow](#)
- C++ [StanfordPL/x64asm: x86-64 assembler library](#)
- **CS107 Guide to x86-64**
- **Intel Architecture 64-bit (x86-64) instruction set architecture.** [Dive Into Systems](#)
- **x86-64 assembly from scratch**
- **Keystone is a lightweight multi-platform, multi-architecture assembler framework.** [keystone-engine/keystone: Keystone assembler framework: Core \(Arm, Arm64, Hexagon, Mips, PowerPC, Sparc, SystemZ & X86\) + bindings](#)
- **C J ICU International Components for Unicode** [unicode-org/icu: The home of the ICU project source code.](#)
- 32b [Paul-Marie/minilibc: minibc Minilibc MinilibC MiniLibC MINILIBC](#)
- [reznakt/asm-x86-64: My personal collection of various x86_64 NASM assembly macros, libraries, scripts and other useless stuff...](#)
- [copyfile.asm, makedir.asm, src/printfile.asm, printwd.asm x86_64_unix_utils/src at master · im-mde/x86_64_unix_utils](#)
- **file open mode O_RDONLY...** constants [linux64.inc - Pastebin.com](#)
- **abox** [jamesodhunt/abox: Yet another busybox / toybox tool. This one's written in Intel x86-64 64-bit assembly language.](#)
- **Cheatsheet x64 OK but ATT x86_64 store and increment**
- **IO FILES** [asm-examples/file/file.asm at master · JaoCR/asm-examples](#)
- **SEARCH** [enmanuelcruzdejesus/AssemblerPractice: x86 Assembly Language](#)
- **THREADS** [x64 Assembly: Multithreading from Scratch Part 1: Hello World! - DEV Community](#)
- [NASM x64 Assembly](#)
- **!!!** [x64-assembly · GitHub Topics](#)
- [KonH/AssemblySamples: Some sample x64 MacOS assembler code is written in NASM assembly format](#)
- **matrix ops, encrypt, decrypt** [Carla-de-Beer/assembly-projects: Linux 64-bit assembly language programs](#)
- **SarcASM is an interpreter for post-fix basic mathematical operations.** [sarcasm/sarcasm.s at master · i-yam-jeremy/sarcasm](#)
- [divshekhar/x86_64-ASM: x86_64 bit architecture assembly 101](#)
- [MericLuc/asm-playground: Experiments on x64 assembly programming](#)

- [x64AssemblyLessons](#) | Based on <https://asmtutor.com/> but updated to reflect x64
- LINUX [rafi/awesome-cli-binaries: Popular modern Linux x86_64 CLI app binaries](#)
- PROMPT [n4sm/x86-64-samples-for-YouTube: In this repository, I will put all the examples of my series on the programming in nasm 64 bits](#)
- Widle [VirtualStack x64 Functions · mrfearless/libraries Wiki libraries/ at master · mrfearless/libraries](#)
- [HeavyThing x86_64 assembler library | 2 Ton Digital](#)
- [SIMD-friendly algorithms for substring searching](#)
- [How To Implement a Sample Hash Table in C/C++ | DigitalOcean](#)
- Widle [Art of Assembly Language Programming and HLA by Randall Hyde](#)
- [some-assembly-required/code/x86-intel/hello-world/hello-world-mac.asm at main · hackclub/some-assembly-required · GitHub](#)
- [GitHub - Imartinho/pgubook-macos-x86-64: Programs from the "Programming from the Ground Up 1.0" book ported to macOS \(XNU kernel\) and x86_64](#)
- [GitHub - 0xAX/asm: Learning assembly for linux-x64](#)
- [GitHub - g0kkk/SignalHandler: Signal handling implementation in 32bit and 64bit asm](#)
- [NASM Hello World for x86 and x86_64 Intel Mac OS X \(get yourself an updated nasm with brew\) · GitHub](#)
- **GAME** [GitHub - GugaDozero/asm64-tictactoe: A tictactoe wrote in assembly 64 bits for linux](#)
- **BIN SEARCH TREE** [Assembly-Playground/bst/bstFunc.asm at master · Gavinmpaw/Assembly-Playground · GitHub](#)
- **NUMBER INPUT** [Assembly-Playground/testing/numberInput.asm at master · Gavinmpaw/Assembly-Playground · GitHub](#)

Assembly frameworks apps

- [tsoding/wasm: Web framework for x86_64 nasm](#)
- [poletaevvlad/http-asm: Simple HTTP server written in x86_64 assembly](#)
- [weierstrass/asnake: A simple snake game implemented in x86-64 Assembly](#)
- **LINUX HTTP SRV** [asmserver/src at main · nuid64/asmserver · GitHub](#)

OS

- [The little book about OS development](#)
- [GitHub - Ayg0/YonaOS: a Hobby Operating System, minimalistic 32bit machine to run my weird code](#)
- [GitHub - Ayg0/Yona2.0: Yona ah that was good ... but welcome Yona 2.0](#)
- [GitHub - johnoseni1/Full-operating-system: After 2-3 months of working earnestly am done creating a full operating system, using C, assembly language and the likes, please feel free to learn from this , i was inspired by a book, use the readme and read from it , very very important, learn and enjoy](#)

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- [Jumping and Looping | SpringerLink](#)
- [anicka.net/welcome](#)
- [LibUCW](#)
- [Martin Mares: Software Projects](#)
- [GitHub - uni-algo/uni-algo: Unicode Algorithms Implementation for C/C++](#)
- [macos - Check if mac executable has debug info - Stack Overflow](#)
- [DateTime Library GitHub - mrfearless/DateTime-Library: DateTime Library - a library written in assembler \(for x86 and x64\) which provides simple date and time conversion, manipulation and comparison functions for use in any of your assembler projects.](#)
- [ObjAsm Version C.2 GitHub - ObjAsm/ObjAsm-C.2: ObjAsm Version C.2 - ObjAsm is a macro based single inheritance OOP implementation for x86 and x64 assembler code. It makes it very easy to carry out complex tasks and large projects. It comes with an extensive, optimized and tested object repository that can be used directly into your applications.](#)
- [GitHub - a-rey/0xDEADBEEF: My collection of assembly](#)
- [GitHub - mauri870/assembly-fun: Some fun in assembly Linux x64](#)
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- [GitHub - mjbrusso/util.asm: This library is a small set of x64 assembly routines for NASM programmers.](#)
- [simple-registration-asm/src/main.asm at master · ammarfaizi2/simple-registration-asm · GitHub](#)
- [GitHub - phillvancejr/Move_Square_Asm: Moving Square with Raylib and x64 Assembly Mac OS](#)
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Java

- [Java scientific computing: Performing complex calculations and simulations | Reintech media](#)
- [Balisage: ZenoString: A Data Structure for Processing XML Strings](#)
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