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Exercises and copious examples (all cross-platform and based on free or open source software) make the book ideal for classroom use. Fifteen chapters and eight appendixes cover such topics as programming basics for C and C++ (with music-oriented examples), audio programming basics and more advanced topics, spectral audio programming; programming Csound opcodes, and algorithmic synthesis and music programming.

The Audio Programming Book
Psycho-Acoustics is the study of human perception of sound. It?s relevant when designing audio effects, lossy compression schemes like MP3 and AAC, and at other times. Many aspects of sound that we perceive, like loudness and pitch, correspond pretty closely to physical properties, like volume and frequency.

Fundamentals of Audio Programming - Bjorn Roche
The Fragmented Podcast is hosted by Donn Felker and Kaushik Gopal and is a great audio source if you are an Android developer. I especially enjoy the "Effective Java" series where they explain concepts from the book "Effective Java" by Joshua Bloch in a nice accessible way. They also have interesting guests in their show from time to time and discuss various Android and general programming related topics like design patterns, libraries, graphics and general best practices.

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Csound is a Domain-specific computer programming language for audio programming. It is called Csound because it is written in C, as opposed to some of its predecessors. It is free software, available under the LGPL. Csound was originally written at MIT by Barry Vercoe in 1985, based on his earlier system called Music 11, which in its turn followed the MUSIC-N model initiated by Max Mathews at the Bell Labs. Its development continued throughout the 1990s and 2000s, led by John Fitch at the Univer

Csound - Wikipedia
ABC notation, a language for notating music using the ASCII character set. ChucK, strongly timed, concurrent, and on-the-fly audio programming language. Real-time Cmix, a MUSIC-N synthesis language somewhat similar to Csound. Common Lisp Music (CLM), a music synthesis and signal processing package in the Music V family.

List of audio programming languages - Wikipedia
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