

LISTA MATERIAL DIDACTIC

1. Javascript principles:

a. Scope si Closure

<https://github.com/getify/You-Dont-Know-JS/blob/2nd-ed/scope-closures/README.md>

b. Prototype chain, *this*, Inheritance

<https://github.com/getify/You-Dont-Know-JS/blob/1st-ed/this%20&%20object%20prototypes/README.md#you-dont-know-js-this--object-prototypes>

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/this>

<https://www.oreilly.com/library/view/the-principles-of/9781457185304/ch04.html>

<https://www.oreilly.com/library/view/the-principles-of/9781457185304/ch05.html>

<https://www.oreilly.com/library/view/the-principles-of/9781457185304/ch06.html>

c. Asynchrony si Performance

<https://github.com/getify/You-Dont-Know-JS/blob/1st-ed/async%20%26%20performance/ch2.md>

<https://github.com/getify/You-Dont-Know-JS/blob/1st-ed/async%20%26%20performance/ch3.md>

<https://github.com/getify/You-Dont-Know-JS/blob/1st-ed/async%20%26%20performance/ch5.md>

2. Rendering & Performance

<https://www.udacity.com/course/browser-rendering-optimization--ud860>

<https://www.udacity.com/course/website-performance-optimization--ud884>

3. Code organization and further digging

<https://www.pluralsight.com/courses/es6-the-right-parts>

<https://www.pluralsight.com/courses/organizing-javascript-functionality>

<https://www.pluralsight.com/courses/javascript-solve-math-problems>