Over the course of this program, I have used many sources to learn the varying topics of each class. They all have helped to provide a better and more comprehensive knowledge of the languages in subtle ways. Some are better at explaining JavaFX for example and some are good for a surface level of detail such as W3Schools.com

Overall, I feel that as a total package youtube.com has been one of the best resources. For myself, I am a very visual learner, and it is a lot easier for me to be able to see what is happening and for someone to narrate it alongside. Due to the visual learning style, I have, I have actually found Udemy to be a good place to get very comprehensive videos and lessons that are broken down into small byte size chunks.

The benefit to something like Udemy is that you often get a very large number of lessons in one place which makes it easier in some ways to keep track of. It often times plays off of each lesson in a building blicks type of fashion and this can be really great at times. The downfall to that is that sometimes it is hard to find what you need in the middle of one of the programs for reference on a topic we have in class. This is where I often head to youtube.com again.

You can dive just about as deep as you need in any language on youtube and this is where I feel it is so powerful. I can watch a topic by a bunch of different people, and I have a better shot at finding someone who I connect better with their teaching. For javascript, so far this has been; Programming with Mosh, Traversy Media, Web Dev Simplified and Freecodecamp.